.NET Framework 4.6 and C # 6.0

Lesson 2

Introduction to C# 6.0

Lesson Objectives

In this lesson, you will learn:

- The features of C# language
- Writing simple program in C#
- Creating DLL in C# and using it

2.1: Introduction to C#

Concept of C#

For the past two decades, C and C++ have been the most widely used languages for developing commercial and business software.

Due to the complexity and long cycle times associated with these languages, many C and C++ programmers have been searching for a language offering better balance between power and productivity.

Introduction to C#:

C# is a strongly typed object-oriented language whose code visually resembles C++ (and Java). This decision by the C# language designers allows C++ developers to easily leverage their knowledge to quickly become productive in C#.

C# syntax differs from C++ in some ways, but most of the differences between these languages are semantic and behavioral, stemming from differences in the runtime environments in which they execute.

Concept of C#

The Microsoft solution to this problem is a language called C# (pronounced "C sharp").

C# is a modern, object-oriented language that enables programmers to quickly build a wide range of applications for the new Microsoft .NET platform, which provides tools and services that fully exploit both computing and communications.

Introduction to C#:

C# source code compiles into managed code. Managed code, as you may already know, is an intermediate language (IL) because it is halfway between the high-level language (C#) and the lowest-level language (assembly/machine code).

At run time, the Common Language Runtime (CLR) compiles the code on the fly by using Just In Time (JIT) compiling.

2.2: Features of C#

Salient Features

C# is simple.

- Pointers are missing in C#.
- Unsafe operations such as direct memory manipulation are not allowed.
- Automatic Memory Management and Garbage Collection is supported.
- Varying ranges of primitive types like Integer, Floats, and so on are supported.

Features of C#:

C# is simple:

Pointers are missing in C#.

Unsafe operations such as direct memory manipulation are not allowed.

Since it is on .NET, C# inherits the features of automatic memory management and garbage collection.

Varying ranges of the primitive types like Integer, Floats, and so on are supported.

Salient Features

C# is modern.

- C# is very powerful and simple for building interoperable, scalable, robust applications.
- C# has built-in support to turn any component into a web service that can be invoked over the Internet from any application running on any platform.

Features of C#:

C# is modern:

C# has been based according to the current trend and is very powerful and simple for building interoperable, scalable, robust applications.

C# includes built-in support to turn any component into a web service that can be invoked over the Internet from any application running on any platform.

Salient Features

C# is object oriented.

- C# supports Data Encapsulation, inheritance, polymorphism, interfaces.
- C# introduces structures (structs) which enable the primitive types to become objects.

```
int i=1; string a=i.Tostring(); //conversion (or) Boxing
```

Features of C#:

C# is object oriented.

C# supports Data Encapsulation, inheritance, polymorphism, interfaces.

int, float, double are not objects in Java. However, C# has introduced structures (structs) which enable the primitive types to become objects. (An example is shown in the above slide.)

Salient Features

C# is type safe.

- We cannot perform unsafe casts like convert double to a Boolean.
- Value types (primitive types) are initialized to zeros, and reference types (objects and classes) are initialized to null by the compiler automatically.
- Arrays are zero base indexed and are bound checked.
- Overflow of types can be checked.

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Salient Features

C# shows interoperability.

- It includes native support for the COM and windows based applications.
- C# allows the users to use pointers as unsafe code blocks to manipulate your old code.
- Components from VB NET and other managed code languages can directly be used in C#.

Features of C#:

C# shows interoperability.

C# includes native support for the COM and windows based applications.

C# allows restricted use of native pointers.

C# allows the users to use pointers as unsafe code blocks to manipulate your old code.

Components from VB NET and other managed code languages can be directly used in C#.

Salient Features

C# is scalable and updateable.

- .NET has introduced assemblies, which are self-describing by means of their manifest. Manifest establishes the assembly identity, version, culture and digital signature etc. Assemblies need not to be registered anywhere.
- C# does not require registering of dynamic linking library.
- C# supports versioning in the language.

Features of C#:

C# is scalable and updateable.

.NET has introduced assemblies, which are self-describing by means of their manifest. Manifest establishes the assembly identity, version, culture and digital signature etc. Assemblies need not to be registered anywhere.

To scale our application, we delete the old files and update them with new ones. C# does not require registering of dynamic linking library.

Updating software components is an error prone task. Revisions made to the code can effect the existing program. C# support versioning in the language.

Illustration

Let us see an example in C# using Hello World program:

```
// A "Hello World!" program in C#  Hello.cs
public class Hello
{
    public static void Main()
    {
        System.Console.WriteLine("Hello World!");
    }
}
```

Hello World Program:

To compile the program from the command line, use the following syntax:

```
csc Hello.cs
```

If no compilation errors, then a **Hello.exe** file will be created. The exe generated is referred as Assembly. It contains **IL** code and **Manifest** file which contains meta data.

To run the program, enter the following command:

Hello

Demo

Demo with Hello World Program using Notepad

2.4: Creating a DLL

Illustration

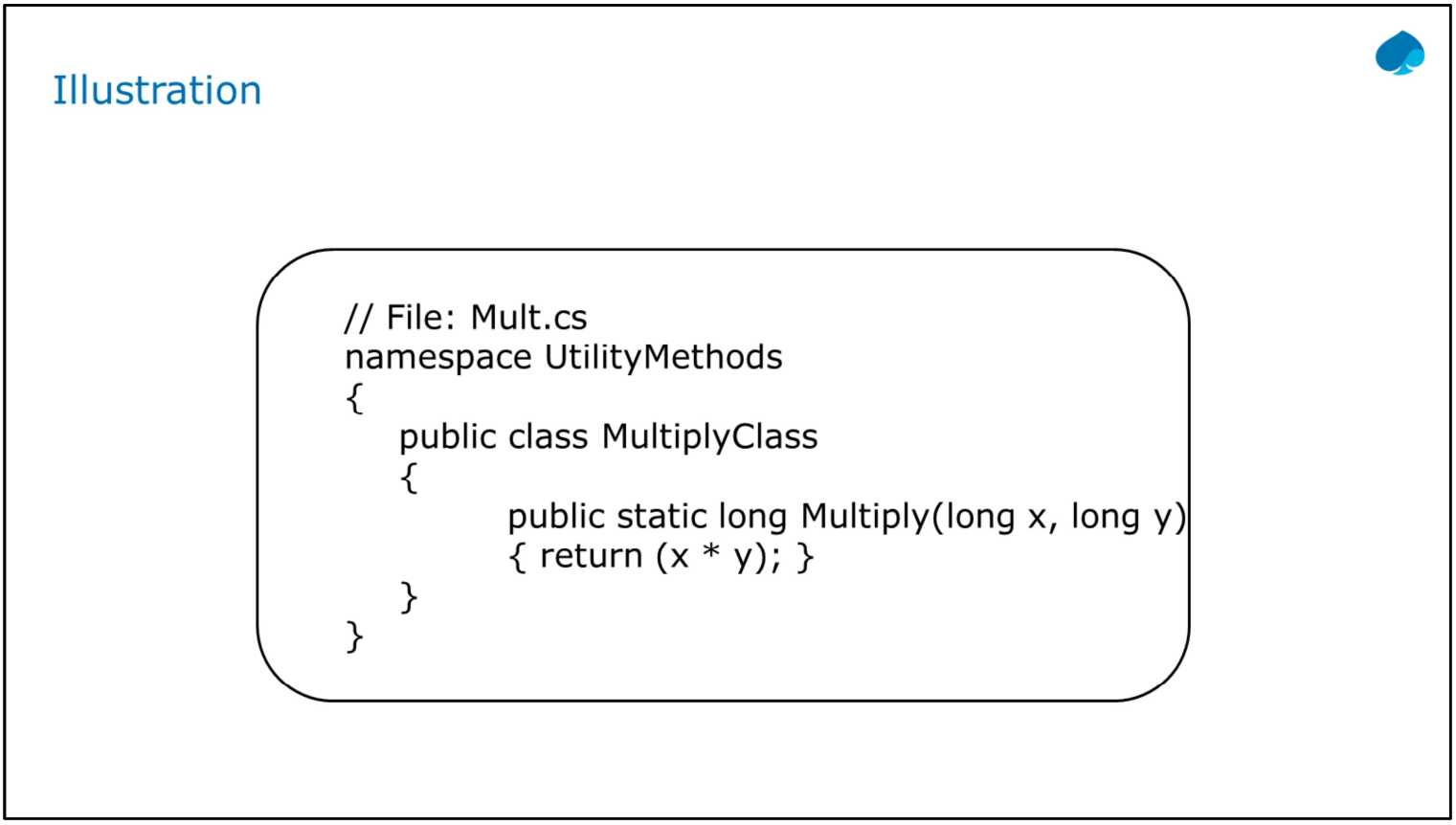
Let us see an example on creating a DLL:

```
// File: Add.cs
namespace UtilityMethods
{
    public class AddClass
    {
            public static long Add(long i, long j)
            { return (i + j); }
    }
 }
```

Creating a DLL:

In the example in the above slide, two classes are created under a same namespace. We will compile these as DLLs.

Illustration



```
// File: Mult.cs
namespace UtilityMethods
{
    public class MultiplyClass
    {
            public static long Multiply(long x, long y)
            { return (x * y); }
    }
}
```

Illustration

Creating a DLL:

- To build the file MathLibrary.DLL, compile the two files Add.cs and Mult.cs using the following command line:

```
csc /target:library /out:MathLibrary.DLL Add.cs Mult.cs
```

- The **/target:library** compiler option tells the compiler to output a DLL instead of an EXE file.
- The **/out** compiler option followed by a file name is used to specify the DLL file name. Otherwise, the compiler uses the first file **(Add.cs)as** the name of the DLL.

Illustration

Let us see an example on using a DLL:

```
class TestCode
{
static void Main(string[] args)
      {
Console.WriteLine("Calling methods from
MathLibrary.DLL:");
if (args.Length != 2)
      {
Console.WriteLine("Usage: TestCode
<num1> <num2>");
return;
      }
```

```
long num1 = long.Parse(args[0]);
long num2 = long.Parse(args[1]);
long sum = AddClass.Add(num1, num2);
long product = MultiplyClass.Multiply(num1,
num2);
Console.WriteLine("{0} + {1} = {2}", num1,
num2, sum);
Console.WriteLine("{0} * {1} = {2}", num1,
num2, product);
     }
}
```

Illustration

To build the file TestCode.exe:

```
csc /reference:MathLibrary.DLL TestCode.cs
```

Using a DLL:

The **/reference** compiler option specifies the DLL file or files that this program uses.

To run the program, enter the name of the EXE file, followed by two numbers, as follows:

```
TestCode 1234 5678
```

Demo

Creating and Using a DLL

Summary

In this lesson, you have learnt:

- Different features of C#
- The method to write Programs in Notepad and compile it through Visual Studio Command Prompt
- The method to create and use DLL in C#

Review Questions

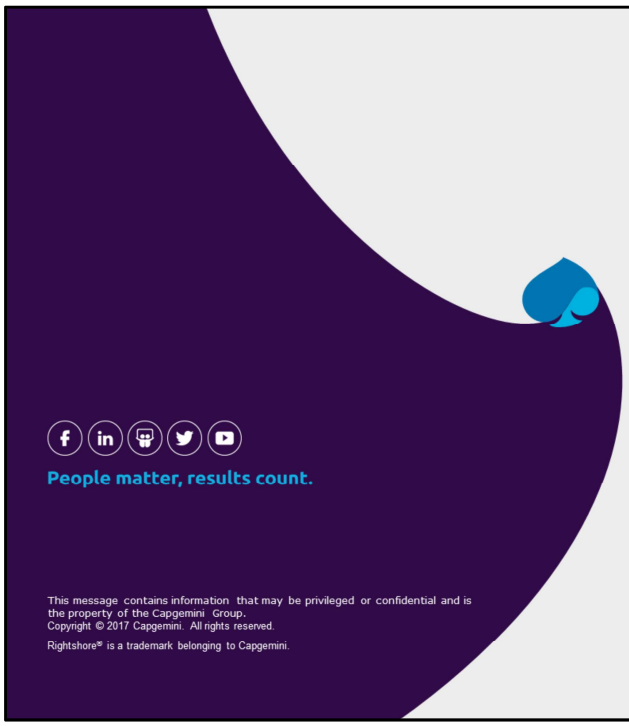
Question 1: What are the different features C# offers?
Question 2: How does the compilation take place for C# Program?
Question 3: Can you create DLL in C#? How?

Answers for the Review Questions:

Answer 1:
Pointers are missing in C#
Automatic Memory Management
Varying ranges of data types
Object Oriented
Type Safe

Answer 2:
csc FileName.cs

Answer 3:
Yes.
Use the following command to create the DLL using C#:
csc /target:library /out:FileName.DLL FirstClassFileName.cs SecondClassFileName.cs



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