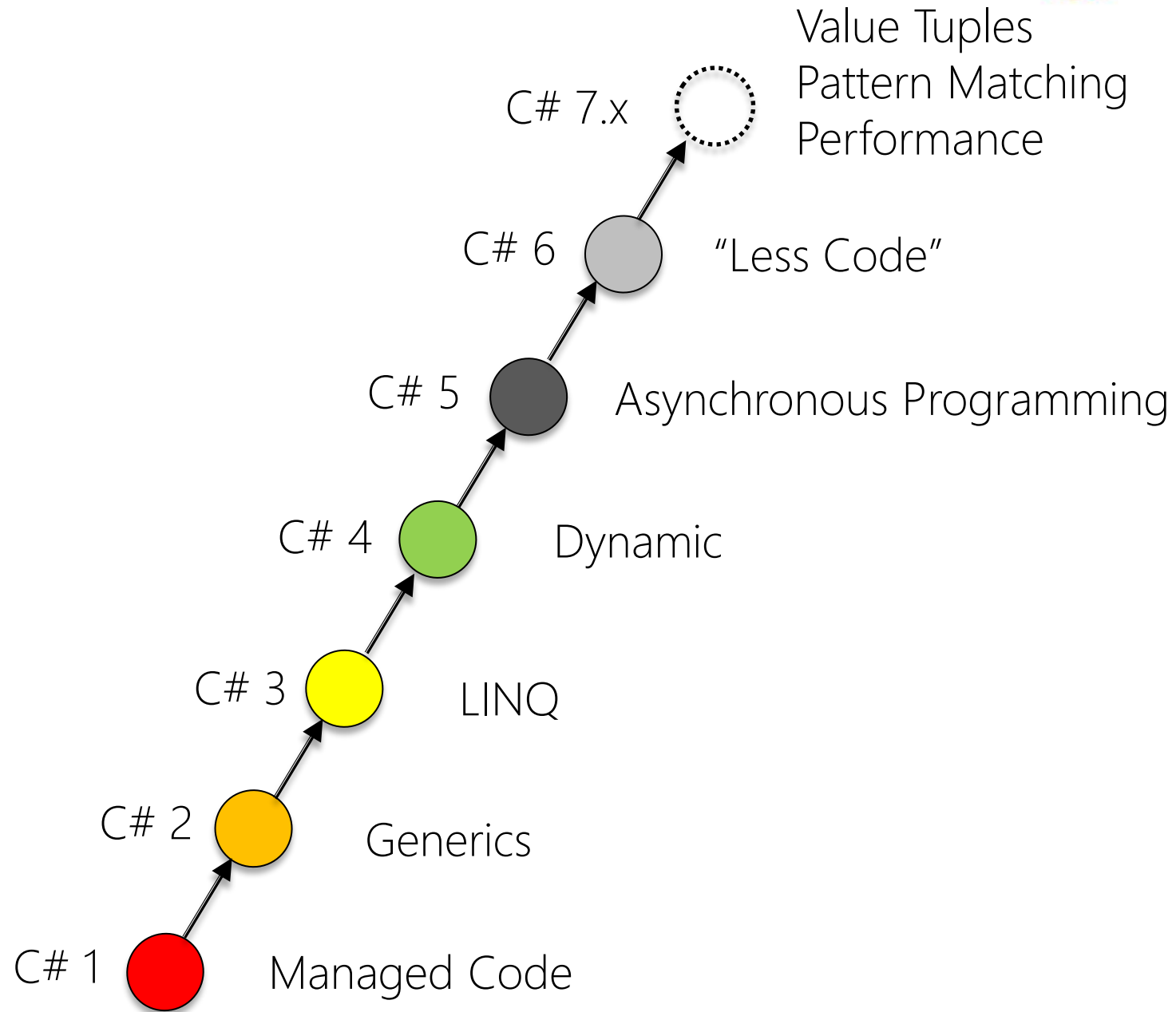


Module 01:

"Very Quick Recap of C# 7.x"



Evolution of C#



Agenda

- ▶ Introduction
- ▶ **Value Tuples and Syntax**
- ▶ Pattern Matching
- ▶ Method Improvements
- ▶ Other C# 7.x Additions



Introducing Tuples

- ▶ Not the `Tuple<T1,T2>` type already in .NET 4.0
 - Instead it is a value type with dedicated syntax

```
(int, int) FindVowels( string s )  
{  
    int v = 0;  
    int c = 0;  
    foreach (char letter in s)  
    {  
        ...  
    }  
    return (v, c);  
}
```

```
string input = ReadLine();
```

```
var t = FindVowels(input);  
WriteLine($"There are {t.Item1} vowels and {t.  
Item2} consonants in \"{input}\"");
```

Syntax, Literals, and Conversions

- ▶ Can be easily converted / deconstructed to other names

```
var (vowels, cons) = FindVowels(input);  
(int vowels, int cons) = FindVowels(input);
```

```
WriteLine($"There are {vowels} vowels and {cons} consonants in ... ");
```

- ▶ Tuples can be supplied with descriptive names
- ▶ Mutable and directly addressable
- ▶ Tuples can be supplied with descriptive names
- ▶ Mutable and directly addressable
- ▶ Built-in: **To**String() + **E**quals() + **G**etHashCode() (but not == until C# 7.3)

```
(int vowels, int cons) FindVowels( string s )  
{  
    var tuple = (v: 0, c: 0);  
    ...  
    return tuple;  
}
```

Custom Tuple Deconstruction

- ▶ Can be easily deconstructed to individual parts

```
(int vowels, int cons) = FindVowels(input);
```

- ▶ Custom types can also be supplied with a *destructor* with out parameters

```
public class Employee
{
    ...
    public void Deconstruct( out string firstName, out string lastName )
    {
        firstName = FirstName;
        lastName = LastName;
    }
}
```

```
Employee elJefe = new Employee { ... };
var (first, last) = elJefe;
WriteLine(first);
```

- ▶ Works for two or more deconstruction parts

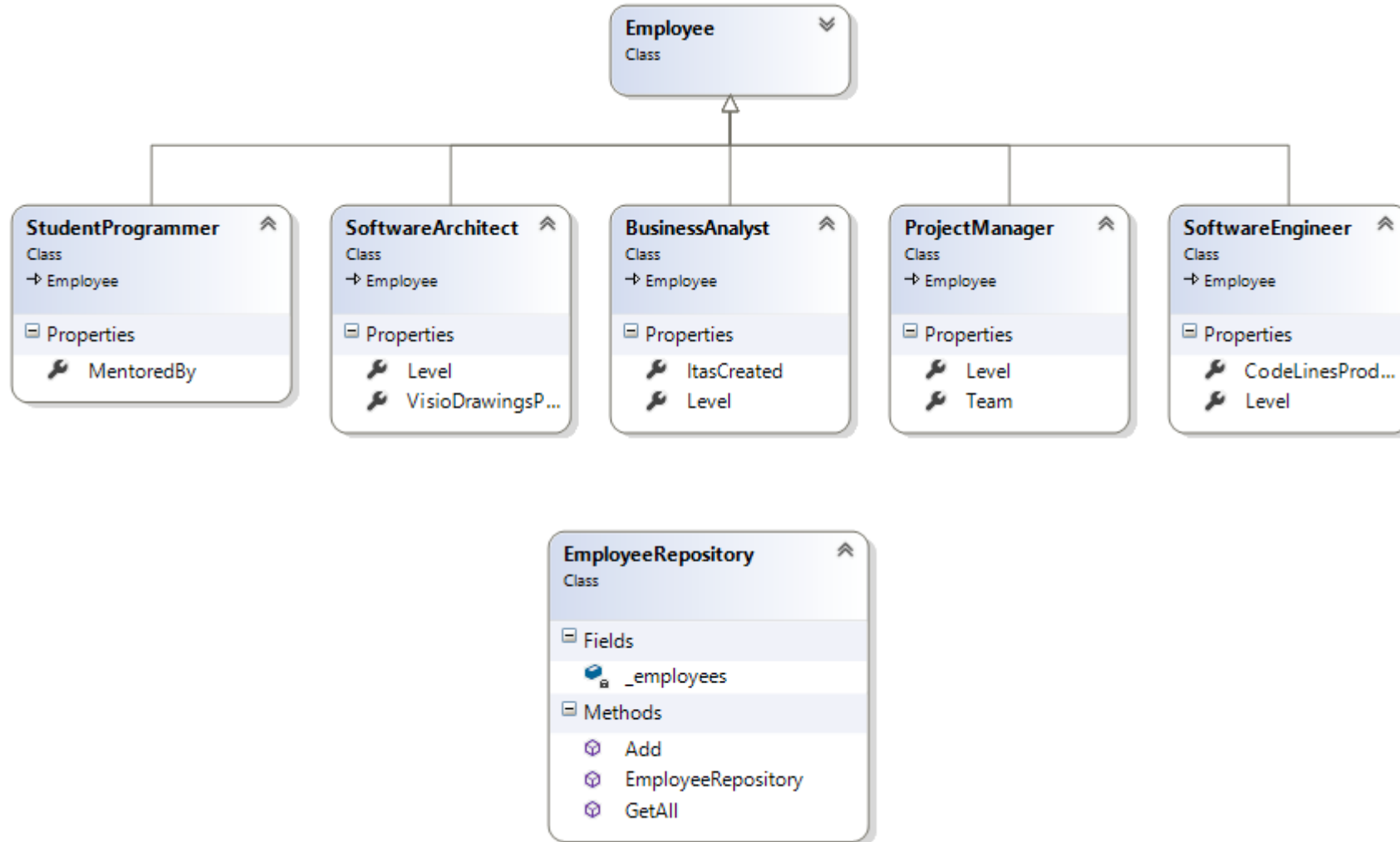
- Deconstructors can be overloaded

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Example: Employee



Pattern Matching with **is**

- ▶ Three types of patterns for matching in C# 7
 - Constant patterns `c` e.g. `null`
 - Type patterns `T x` e.g. `int x`
 - Var patterns `var x`
- ▶ Matches and/or captures to identifiers to nearest surrounding scope
- ▶ More patterns are introduced in later C# versions

```
foreach (Employee e in all)
{
    if (e is SoftwareEngineer se)
    {
        WriteLine($"{se.FullName} has produced {se.CodeLinesProduced} lines of C#");
    }
}
```

- ▶ The **is** keyword is now compatible with patterns

Type Switch with Pattern Matching

- ▶ Can switch on any type
 - Case clauses can make use of patterns and new **when** conditions

```
Employee e = ...;
switch (e)
{
    case SoftwareArchitect sa:
        WriteLine($"{sa.FullName} plays with Visio");
        break;
    case SoftwareEngineer se when se.Level == SoftwareEngineerLevel.Lead:
        WriteLine($"{se.FullName} is a lead software engineer");
        break;
    case null:
    default:
        break;
}
```

- ▶ Cases are no longer disjoint – evaluated sequentially!

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Local Functions

- ▶ Methods within methods can now be defined

```
(int vowels, int cons) FindVowels( string s )  
{  
    ...  
    foreach (char letter in s)  
    {  
        bool IsVowel( char letter )  
        {  
            ...  
        }  
        ...  
    }  
    return tuple;  
}
```

- ▶ Has some advantages
 - Captures local variables
 - Avoids allocations

Ref Locals

- ▶ Can now create references in the style of C++
 - Similar to the **ref** modifier for parameters

```
int x = 42;  
ref int y = ref x;
```

```
x = 87;  
WriteLine(y);
```



Ref Returns

- ▶ Methods can now also return references

```
ref int FindMax( int[] numbers )
{
    int indexOfMax = 0;
    for (int i = 1; i < numbers.Length; i++)
    {
        if (numbers[i] > numbers[indexOfMax])
        {
            indexOfMax = i;
        }
    };

    return ref numbers[indexOfMax];
}
```

- ▶ Can only return references to heap-based values – not locals

Ref Readonly

- ▶ Ref Returns can be enforced read-only by the compiler

```
ref readonly int FindMax( int[] numbers )  
{  
    int indexOfMax = 0;  
    ...  
    return ref numbers[indexOfMax];  
}
```

```
ref readonly int max = ref FindMax(numbers);  
WriteLine($"{nameof(max)} is now {max}");
```

```
max = 1000; // Not allowed!
```

- ▶ Must manually create a copy to make it modifiable later


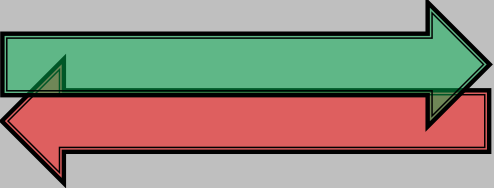
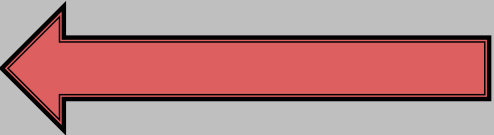
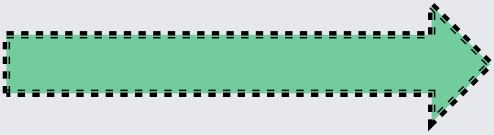
```
int maxCopy = FindMax(numbers); // Copy  
maxCopy = 999999;
```

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in Parameter Modifier

Modifier	Effect	Description
		Copies argument to formal parameter
ref		Formal parameters are synonymous with actual parameters. Call site must also specify ref
out		Parameter cannot be read. Parameter must be assigned. Call site must also specify out
in		Parameter is "copied". Parameter cannot be modified! Call site can optionally specify in . ~ "readonly ref"

in Parameter Modifier

- ▶ It can be passed as a reference by the runtime system for performance reasons

```
double CalculateDistance( in Point3D first, in Point3D second = default )  
{  
    double xDiff = first.X - second.X;  
    double yDiff = first.Y - second.Y;  
    double zDiff = first.Z - second.Z;  
  
    return Sqrt(xDiff * xDiff + yDiff * yDiff + zDiff * zDiff);  
}
```

- ▶ The call site does not need to specify **in**
- ▶ Can call with constant literal -> Compiler will create variable

```
Point3D p1 = new Point3D { X = -1, Y = 0, Z = -1 };  
Point3D p2 = new Point3D { X = 1, Y = 2, Z = 3 };  
double d = CalculateDistance(p1, p2);
```

Readonly Structs

- ▶ Define immutable structs for performance reasons

```
readonly struct Point3D
{
    public double X { get; }
    public double Y { get; }
    public double Z { get; }

    public Point3D( double x, double y, double z ) { ... }

    public override string ToString() => $"({X},{Y},{Z})";
}
```

- ▶ Can always be passed as **in**
- ▶ Can always be **readonly ref** returned
- ▶ Compiler generates more optimized code for these values

Ref Structs

- ▶ Structs can be enforced as “always stack allocated” using **ref struct**

```
ref struct Point3D
{
    public double X { get; }
    public double Y { get; }
    public double Z { get; }
    ...
}
```

- ▶ These values can never be allocated on the heap
 - Cannot be boxed
 - Cannot be declared members of a class or (non-ref) struct
 - Cannot be local variables in async methods
 - Cannot be declared local variables in iterators
 - Cannot be captured in lambda expressions or local functions

Span<T> and ReadOnlySpan<T>

- ▶ Ref-like types to avoid allocations on the heap
 - Don't have own memory but points to someone else's
 - Essentially: "ref for sequence of variables"

```
int[] array = new int[10];  
...  
Span<int> span = array.AsSpan();  
Span<int> slice = span.Slice(2, 5);  
foreach (int i in slice)  
{  
    Console.WriteLine( i );  
}
```

```
string s = "Hello, World";  
ReadOnlySpan<char> span = s.AsSpan();  
ReadOnlySpan<char> slice =  
    span.Slice(7, 5);  
foreach (char c in slice)  
{  
    Console.Write(c);  
}
```

Summary

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