

C# Tips and Traps 2

Part IV

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Module Overview

- **Converting characters to numeric values**
- **Using generic methods in a non-generic classes**
- **Deferring creation of resource-intensive objects until use**
- **Automatically skip code when debugging**
- **Subscribing to file changed events**
- **Nullable value types and ambient properties**

Module Summary

- **char.GetNumericValue**
- **Using generic methods in a non-generic class**
- **Lazy<T>**
- **[DebuggerStepThrough]**
- **FileSystemWatcher class**
- **Nullable value types and ambient properties**