C# Tips and Traps

Part II

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Module Overview

- **Simplifying string checking code**
- **Time zones and DateTime.MinValue**
- **Conditional preprocessor directives**
- **Char Unicode validity**
- **Changing the current thread's culture**
- **Random numbers**
- **Tuples**
- **Forcing reference equality comparisons**
- **Object hashcodes and dictionaries**
- **Creating and using combinable enums**

Module Summary

- **string.IsNullOrEmpty**
- **Time zones and DateTime.MinValue**
- **Preprocessor directives**
- **Char Unicode validity**
- **Changing the current thread's culture**
- **Random numbers**
- **Tuples**
- **object.ReferenceEquals**
- **Object hashcodes and dictionaries**
- **Creating and using combinable enums**