

# C# Tips and Traps 2

Part III

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# Module Overview

- **Customizing the display of an object in the debugger window**
- **Recreating hidden files without exceptions**
- **Working with zip files**
- **Compressing and decompressing in-memory streams**
- **Working with URIs**

# Module Summary

- **DebuggerTypeProxy attribute**
- **Recreating hidden files without exceptions**
- **Working with zip files**
- **GZipStream class**
- **Uri class**