Delegates And Events In C

C# in Depth

C# in Depth, Fourth Edition is a revised edition of the bestseller written by C# legend Jon Skeet. This authoritative and engaging guide is your key to unlocking this powerful language, including the new features of C# 6 and 7. In it, Jon introduces expression-bodied members, interpolated strings, pattern matching, and more. Real-world examples drive it all home. By the end of this awesome book, you'll be writing C# code with skill, style, and confidence.

C# 6.0 Cookbook

Completely updated for C# 6.0, the new edition of this bestseller offers more than 150 code recipes to common and not-so-common problems that C# programmers face every day. More than a third of the recipes have been rewritten to take advantage of new C# 6.0 features. If you prefer solutions to general C# language instruction and quick answers to theory, this is your book.C# 6.0 Cookbook offers new recipes for asynchronous methods, dynamic objects, enhanced error handling, the Rosyln compiler, and more. Here are some of topics covered: Classes and generics Collections, enumerators, and iterators Data types LINQ and Lambda expressions Exception handling Reflection and dynamic programming Regular expressions Filesystem interactions Networking and the Web XML usage Threading, Synchronization, and Concurrency Each recipe in the book includes tested code that you can download from oreilly.com and reuse in your own applications, and each one includes a detailed discussion of how and why the underlying technology works. You don't have to be an experienced C# or .NET developer to use C# 6.0 Cookbook. You just have to be someone who wants to solve a problem now, without having to learn all the related theory first.

C# in a Nutshell

Offers a reference to key C? programming concepts covering language elements, syntax, datatypes, and tasks.

C# For Java Programmers

Java Programmers, Preprare for Microsoft's .NET initiative while enhancing your repertoire and marketability with C# for Java Progammers! C# for Java Programmers will prepare readers for the .NET framework by building on what they already know about object-oriented languages and give them the means to maintain their flexibility and effectiveness in an un-certain marketplace. This book will compare and contrast the advantages and disadvantages of both Java and C# to allow programmers to make their own decisions regarding what each language is best used for. Whatever your feelings are about Microsoft and its .NET initiative, there can be no denying that C# is here to stay. The C# language, a close cousin to Java, is a new object-oriented programming language (OOPL) designed to work within the .NET framework. It improves upon many of the vague or ill-defined areas of C++ that frequently lead programmers into trouble. C# is a strongly-typed, object-oriented language designed to give the optimum blend of simplicity, expressiveness, and performance. - Written specifically for Java programmers. C# for Java Programmers is not an introductory guide to C#, but builds on what Java programmers already know about object-oriented languages to give them an efficient means for making in-roads to the .NET framework. - Compare and Contrast. This book will compare and contrast many of the advantages and drawbacks of Java and C# to allow programmers to make informed, intelligent decisions based on the unique uses of each language.

Programming ASP.NET

This text shows how to weave together ASP.NET technologies for maximum efficiency. It teaches everything needed to write Web applications and Web services using both C and Visual Basic.NET.

Visual Basic .Net Primer Plus

This title teaches Object-Oriented Programming using Visual Basic .NET instead of Java or C++. The chapters are sequenced in a manner that continually builds a solid foundation of understanding for the next topic.

The MS-DOS Encyclopedia

This newly updated and expanded volume contains detailed, thorough and accurate information on MS-DOS written for advanced-level programmers of all environments. Contains an index and appendixes.

Pro C# 8 with .NET Core 3

This essential classic provides a comprehensive foundation in the C# programming language and the frameworks it lives in. Now in its 9th edition, you will find the latest C# 8 and .NET Core features, along with new chapters on Microsoft's lightweight, cross-platform framework, .NET Core 3.1. Coverage of ASP.NET Core, Entity Framework Core, and more, sits alongside the latest updates to .NET Core, including Windows Presentation Foundation (WPF). Not only does this book cover all of the latest features in C# 8, but all chapters and code samples have been rewritten for this latest release. Dive in and discover why this book has been a favorite of C# developers worldwide for more than 15 years. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics and collections, and numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of Pro C# 8 with .NET Core 3 gain the confidence to put C# into practice and explore the .NET Core universe on your own terms. What You Will Learn Discover the bells and whistles of C# 8 features and updates to previous features Hit the ground running with ASP.NET Core web applications and web services, and Entity Framework Core Work with the latest version of Windows Presentation Foundation, now a part of .NET Core Understand the philosophy behind .NET and the cross-platform alternative, .NET Core Develop applications with C# and modern frameworks for services, web, and smart client applications Who This Book Is For Developers who are interested in .NET programming and the C# language "Amazing! Provides easy-to-follow explanations and examples. I remember reading the first version of thisbook; this is a 'must-have' for your collection if you are learning .NET Core!" – Rick McGuire, Senior Application Development Manager, Microsoft "Phil is a journeyman programmer who brings years of experience and a passion for teaching to make this fully revised and modernized 'classic' a 'must-have'. Any developer who wants full-spectrum, up-to-date coverage of both the C# language and how to use it with .NET Core and ASP.NET Core should get this book." – Brian A. Randell, Partner, MCW Technologies and Microsoft MVP

Annotated C# Standard

Standards, while being definitive, do not usually serve as the best reference to the use of a programming language. Books on languages usually are able to explain usage better, but lack the definitive precision of a standard. Annotated C# Standard combines the two; it is the standard with added explanatory material. Written by members of the standards committee Annotates the standard with practical implementation advice The definitive reference to the C# International Standard

Model Rules of Professional Conduct

The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics.

Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.

Illustrated C# 2005

Illustrated C# 2005 doesnt use the traditional dense prose format of most programming texts. Rather, it presents the C# programming language in a unique visual manner. The book uses three techniques to achieve this: concise text, tables that clarify and summarize language features, and frequent figures and diagrams. Each feature is also illustrated with concise, focused code samples. The book starts with an overview of the .NET platform and the role played by C#, then quickly delves into the language. It covers the entire C# language, including new features added in C# 2.0 as well as the most complex topics. It's an ideal read if you're a migrating C++ or VB programmer who already knows how languages work. Despite its title, which might give the impression that it's a lightweight treatment of the language, this book is anything but. With its clean visual format, you'll be able to learn the material more quickly and retain it better than you would with a typical C# 2005 book. Even experienced programmers may come away from it with a deeper understanding of the language.

Programming .NET Windows Applications

From the acclaimed authors of \"Programming ASP.NET\" comes this comprehensive tutorial on writing Windows applications for Microsoft's .NET platform.

Application Development Using C# and .NET

The practical guide to C# .NET development for experienced programmers. Running case study covers the entire .NET development process. .NET attributes, collections, threading, security, versioning, remoting, and more.

C? 4.0 How-to

Presents a collection of two hundred solutions, a variety of techniques, and tested code samples for C# 4.0.

Pro Unity Game Development with C#

In Pro Unity Game Development with C#, Alan Thorn, author of Learn Unity for 2D Game Development and experienced game developer, takes you through the complete C# workflow for developing a cross-platform first person shooter in Unity. C# is the most popular programming language for experienced Unity developers, helping them get the most out of what Unity offers. If you're already using C# with Unity and you want to take the next step in becoming an experienced, professional-level game developer, this is the book you need. Whether you are a student, an indie developer, or a season game dev professional, you'll find helpful C# examples of how to build intelligent enemies, create event systems and GUIs, develop save-game states, and lots more. You'll understand and apply powerful programming concepts such as singleton classes, component based design, resolution independence, delegates, and event driven programming. By the end of the book, you will have a complete first person shooter game up and running with Unity. Plus you'll be equipped with the know-how and techniques needed to deploy your own professional-grade C# games. If you already know a bit of C# and you want to improve your Unity skills, this is just the right book for you.

Windows Forms Programming in Visual Basic .NET

- The WinForms team at Microsoft praises Chris as a definitive authority; Microsoft has named Chris one of eight Software Legends - The content and structure are based on years of experience both building apps with WinForms as well as teaching other developers about WinForms - Alan Cooper, the 'father of Visual Basic', has provided the foreword for the book

The C# Programmer's Study Guide (MCSD)

Prepare for Microsoft Certification Exam 70-483: Programming in C#. The "What, Why, and How" of each concept is presented along with quick summaries, code challenges, and exam questions to review and practice key concepts. You will learn how to use: Lambda expressions to write LINQ query expressions Asynchronous programming with the Async and Await keywords to maximize performance of slow applications Regular expressions to validate user input Reflection to create and handle types at runtime and much more The source code in the book will be available in the form of iCanCSharp notebooks and scripts that allow you to try out examples and extend them in interesting ways. What You Will Learn Understand the necessary knowledge and skill set to prepare for Microsoft Exam 70-483 Study the code challenges and practice questions on C# that are relevant to the exam Master the C# programming language Who This Book Is For Experienced C# and .NET programmers and developers who are ready to take and pass the exam in order to get certified

Dogbert's Clues for the Clueless

Dogbert, the domineering pet of a nerdy engineer in the nationally syndicated Dilbert comic strip, gives advice on such diverse niceties as elevator etiquette, rudeness warning signs, discouraging a serial talker, and knowing what to say about open zippers and bad hairpieces.

Async in C# 5.0

If you're writing one of several applications that call for asynchronous programming, this concise hands-on guide shows you how the async feature in C# 5.0 can make the process much simpler. Along with a clear introduction to asynchronous programming, you get an in-depth look at how the async feature works and why you might want to use it in your application. Written for experienced C# programmers—yet approachable for beginners—this book is packed with code examples that you can extend for your own projects. Write your own asynchronous code, and learn how async saves you from this messy chore Discover new performance possibilities in ASP.NET web server code Explore how async and WinRT work together in Windows 8 applications Learn the importance of the await keyword in async methods Understand which .NET thread is running your code—and at what points in the program Use the Task-based Asynchronous Pattern (TAP) to write asynchronous APIs in .NET Take advantage of parallel computing in modern machines Measure async code performance by comparing it with alternatives

Pro C# 9 with .NET 5

This essential classic provides a comprehensive foundation in the C# programming language and the framework it lives in. Now in its 10th edition, you will find the latest C# 9 and .NET 5 features served up with plenty of \"behind the curtain\" discussion designed to expand developers' critical thinking skills when it comes to their craft. Coverage of ASP.NET Core, Entity Framework Core, and more, sits alongside the latest updates to the new unified .NET platform, from performance improvements to Windows Desktop apps on .NET 5, updates in XAML tooling, and expanded coverage of data files and data handling. Going beyond the latest features in C# 9, all code samples are rewritten for this latest release. Dive in and discover why this book is a favorite of C# developers worldwide. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics and collections, and numerous advanced topics not found in

other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of Pro C# 9 with .NET 5 you will gain the confidence to put C# into practice, and explore the .NET universe and its vast potential on your own terms. What You Will Learn Explore C# 9 features and updates in records, immutable classes, init only setters, top-level statements, patterns, and more Hit the ground running with ASP.NET Core web applications and web services Embrace Entity Framework Core for building real-world, data-centric applications, with deeply expanded coverage new to this edition Develop applications with C# and modern frameworks for services, web, and smart client applications Understand the philosophy behind .NET Discover the new features in .NET 5, including single file applications and smaller container images, Windows ARM64 support, and more Dive into Windows Desktop Apps on .NET 5 using Windows Presentation Foundation Check out performance improvements included with updates to ASP.NET Core, Entity Framework Core, and internals like garbage collection, System.Text.Json, and container size optimization Who This Book Is For Developers who are interested in .NET programming and the C# language "Amazing! Provides easy-to-follow explanations and examples. I remember reading the first version of this book; this is a 'must-have' for your collection if you are learning .NET!" – Rick McGuire, Senior Application Development Manager, Microsoft "Phil is a journeyman programmer who brings years of experience and a passion for teaching to make this fully revised and modernized 'classic' a 'must-have'. Any developer who wants full-spectrum, up-to-date coverage of both the C# language and how to use it with .NET and ASP.NET Core should get this book." – Brian A. Randell, Partner, MCW Technologies and Microsoft MVP

Beginning Visual C# 2010

Update to Wrox's leading C# book for beginners Get ready for the next release of Microsoft's C# programming language with this essential Wrox beginner's guide. Beginning Microsoft Visual C# 2010 starts with the basics and brings you thoroughly up to speed. You'll first cover the fundamentals such as variables, flow control, and object-oriented programming and gradually build your skills for Web and Windows programming, Windows forms, and data access. Step-by-step directions walk you through processes and invite you to \"Try it Out,\" at every stage. By the end, you'll be able to write useful programming code following the steps you've learned in this thorough, practical book. The C# 4 programming language version will be synonymous with writing code with in C# 2010 in Visual Studio 2010, and you can use it to write Windows applications, Web apps with ASP.NET, and Windows Mobile and Embedded CE apps Provides step-by-step instructions for mastering topics such as variables, flow controls, and object-oriented programming before moving to Web and Windows programming and data access Addresses expressions, functions, debugging, error handling, classes, collections, comparisons, conversions, and more If you've always wanted to master Visual C# programming, this book is the perfect one-stop resource. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Programming Microsoft Visual Basic .NET for Microsoft Access Databases

The Microsoft .NET Framework represents an exciting new world for developers who work with Microsoft Access, Visual Basic, and Visual Basic for Applications. This book provides complete, practical details on how to take advantage of this world by building or upgrading Access-based client applications with Visual Basic .NET. It gives you specific instructions about how the .NET Framework pertains to Access development. Then it explores programming with Visual Basic .NET and ADO.NET, and it puts it all together with examples and code samples that show how to develop robust Web applications and services with these tools. Topics covered include: What's in the Microsoft .NET Framework for Access developers Getting started with Visual Basic .NET and Microsoft Visual Studio .NET Visual Basic.NET techniques for data types, procedures, loops, arrays, classes, class inheritance, event processing, structured exception handling, and file processing Code behind Windows Forms and programming with form controls Form navigation, the Data Form Wizard, and programming the DataGrid control Learning ADO.NET architecture and programming data access and manipulation, plus drilling down on datasets and parent-child relations with ADO.NET A Windows Form sample to browse, manipulate, and handle concurrency violations

Learning ASP.NET page design and implementing ADO.NET with ASP.NET pages Using, creating, and deploying XML Web services Securing .NET Windows and Web applications using Access databases Appendix: XML syntax and schema conventions plus Visual Studio .NET XML Designers INCLUDES SAMPLE CODE ON THE WEB! Sample code available at the COMPANION CONTENT link on this page

Event-Based Programming

Languages like C#, VB .NET, and Delphi include built-in support for events, and these events become very powerful when they connect the objects and components of a system. Events make it possible for such parts to interact without any coupling. And the resulting parts can be developed and tested individuallywhich keeps the code clean and simple. Component-based development (CBD) is an extension of object-oriented programming. CBD does away with the language and vendor-specific limitations of OOP, makes software reuse more practical and accelerates the development process. Event-based programming is the next logical step in CBD, and makes components more reusable due to their decoupled nature. But event-based systems are easier to develop, which means they're cheaper and more reliable than traditional OOP or CBD systems. This book teaches you how to develop software based on parts that interact primarily through an event mechanism. You'll learn how to use events in many different situations, to solve recurring development problems without coupling. The book introduces Signal Wiring Diagram, a novel form of software diagram similar to the circuit diagrams used by hardware designers. The book concludes with a series of case studies, incorporating all featured concepts. In a nutshell, you'll want to pick up a copy of this book because it How to use an event-based paradigm to reduce or completely eliminate coupling between classes and components Describes components, including coordinators, workers, builders, binders, and routers Three complete case studies that model concepts being used to design small, medium, and large systems

Design Patterns by Tutorials

Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns, you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know. Who This Book Is For Whether you're a beginner, intermediate or advanced iOS developer, this book is for you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this book, you'll be well-prepared to use design patterns in your own apps!

Exam Ref 70-483

Prepare for Microsoft Exam 70-483--and help demonstrate your real-world mastery of programming in C#. Designed for experienced software developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the Microsoft Specialist level. Focus on the expertise measured by these objectives: Manage Program Flow Create and Use Types Debug Applications and Implement Security Implement Data Access This Microsoft Exam Ref: Organizes its coverage by exam objectives. Features strategic, what-if scenarios to challenge you.

Game Programming Patterns

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

.NET Programming with Visual C++

Packed with C++ code examples and screen shots, .NET Programming with Visual C++ explains the .NET framework and managed extensions to C++, and provides a complete reference to the basic and advanced types contained in .NET Framework System namesp

C# 9.0 in a Nutshell

When you have questions about C# 9.0 or .NET 5, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 9.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, records, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, spans, reflection, and cryptography

Learn C# with Visual Studio 2022

DESCRIPTION C# and Visual Studio 2022 are foundational technologies for developing a wide range of applications on the .NET platform, from desktop to web. This book is your practical guide to mastering these tools, designed to take you from understanding the basics to building real-world solutions effectively. This book starts with setting up the IDE, and covers core programming basics like syntax rules, variables, data types, operators, control structures (like if-else statements and loops), exception handling, and methods. You will learn essential object-oriented programming (OOP) concepts such as classes, objects, encapsulation, inheritance, polymorphism, and abstraction. Progressing beyond fundamentals, you will learn efficient data management with collections, generics, and LINQ, handling events using delegates and events, and data persistence via file and stream I/O. The journey continues with file and stream input/output operations, enhancing application responsiveness with asynchronous programming, and delving into advanced concepts like reflection and dynamic programming. Finally, you will gain hands-on experience in building user-friendly Windows desktop applications with Windows Forms and WPF, and creating modern web applications and services using ASP.NET Core and Blazor, including building interactive client-side web UIs with C#. By mastering these skills, you will possess a solid understanding of C# and the capabilities of Visual Studio 2022 to tackle real-world programming challenges, develop robust, scalable, and maintainable solutions, enhancing job stability in the C# development market. WHAT YOU WILL LEARN ? Write C# programs using Visual Studio 2022 effectively. ? Apply core OOP concepts in C#. ? Manage data structures and perform queries using collections and LINQ. ? Build desktop applications with Windows Forms and WPF frameworks. ? Develop modern web applications using ASP.NET Core and Blazor. ? Utilize advanced C# features like async, delegates, and reflection. ? Apply exception handling, debug C# applications using VS 2022 tools. WHO THIS BOOK IS FOR This book is for software developers, students learning C#, and

professionals looking to adopt .NET development using Visual Studio 2022. It is tailored for individuals new to programming or those with some C# background, aiming to expand their expertise using Visual Studio 2022. TABLE OF CONTENTS 1. Introduction to the C# Programming Language 2. C# Basics 3. Introduction to Control Structures 4. Introduction to Methods in C# 5. Classes and Objects in C# 6. C# Interfaces and Polymorphism 7. C# Collections and Generics 8. C# Delegates and Events 9. C# Exception Handling and Debugging 10. C# File and Stream Input/Output 11. C# Asynchronous Programming 12. C# Reflection and Attributes 13. C# Dynamic Programming 14. Windows Forms and Windows Presentation Foundation 15. ASP.NET Core and Blazor

Managing the Risks of Extreme Events and Disasters to Advance Climate Change Adaptation

Extreme weather and climate events, interacting with exposed and vulnerable human and natural systems, can lead to disasters. This Special Report explores the social as well as physical dimensions of weather- and climate-related disasters, considering opportunities for managing risks at local to international scales. SREX was approved and accepted by the Intergovernmental Panel on Climate Change (IPCC) on 18 November 2011 in Kampala, Uganda.

From Java to C#

Offers a guide to the C# computer programming language for current Java users.

Getting Started with Advanced C#

Understand and work with the most important features of advanced C# in different programming environments. This book teaches you the fundamental features of advanced C# and how to incorporate them in different programming techniques using Visual Studio 2019. The book is divided into two parts. Part I covers the fundamentals and essentials of advanced programming in C#. You will be introduced to delegates and events and then move on to lambda expressions. Part II teaches you how to implement these features in different programming techniques, starting with generic programming. After that, you will learn about thread programming and asynchronous programming, to benefit from a multi-threaded environment. Finally, you will learn database programming using ADO.NET to connect to a MySQL database and you will know how to exercise SQL statements and stored procedures through your C# applications. What You Will Learn Use delegates, events, and lambda expressions in advanced programming Make your application flexible by utilizing generics Create a fast application with multi-threading and asynchronous programming Work in Visual Studio Community Edition, which is the most common IDE for using C# Understand alternative implementations along with their pros and cons Who This Book Is For Developers and programmers who are already working in C#

Practical UML Statecharts in C/C++

Practical UML Statecharts in C/C++ Second Edition bridges the gap between high-level abstract concepts of the Unified Modeling Language (UML) and the actual programming aspects of modern hierarchical state machines (UML statecharts). The book describes a lightweight, open source, event-driven infrastructure, called QP that enables direct manual cod

Programming C#

The programming language C# was built with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in creating a safe, simple, component-based, high-performance language that works effectively with Microsoft's .NET Framework. Now the favored language among those

programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on Programming C# both as an introduction to the language and a means of further building their skills. The fourth edition of Programming C#--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, Programming C#, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio 2005 Generics Collection interfaces and iterators Anonymous methods New ADO.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible.

Real-World Functional Programming

Functional programming languages like F#, Erlang, and Scala are attractingattention as an efficient way to handle the new requirements for programmingmulti-processor and high-availability applications. Microsoft's new F# is a truefunctional language and C# uses functional language features for LINQ andother recent advances. Real-World Functional Programming is a unique tutorial that explores thefunctional programming model through the F# and C# languages. The clearlypresented ideas and examples teach readers how functional programming differsfrom other approaches. It explains how ideas look in F#-a functionallanguage-as well as how they can be successfully used to solve programmingproblems in C#. Readers build on what they know about .NET and learn wherea functional approach makes the most sense and how to apply it effectively inthose cases. The reader should have a good working knowledge of C#. No prior exposure toF# or functional programming is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Pro Visual C++/CLI and the .NET 3.5 Platform

Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET.

Beginning C# and .NET

Get a running start to learning C# programming with this fun and easy-to-read guide As one of the most versatile and powerful programming languages around, you might think C# would be an intimidating language to learn. It doesn't have to be! In Beginning C# and .NET: 2021 Edition, expert Microsoft programmer and engineer Benjamin Perkins and program manager Jon D. Reid walk you through the precise, step-by-step directions you'll need to follow to become fluent in the C# language and .NET. Using the proven WROX method, you'll discover how to understand and write simple expressions and functions, debug programs, work with classes and class members, work with Windows forms, program for the web, and access data. You'll even learn about some of the new features included in the latest releases of C# and .NET, including data consumption, code simplification, and performance. The book also offers: Detailed discussions of programming basics, like variables, flow control, and object-oriented programming that assume no previous programming experience "Try it Out" sections to help you write useful programming code using the steps you've learned in the book Downloadable code examples from wrox.com Perfect for beginning-level programmers who are completely new to C#, Beginning C# and .NET: 2021 Edition is a

must-have resource for anyone interested in learning programming and looking for a fun and intuitive place to start.

Inside C#

Get the in-depth architectural information you need about the hottest OOP language for Microsoft(R) .NET-- now updated for final release code. Take a detailed look at the internal architecture of the groundbreaking C# language with this architectural reference. It's fully updated with information about the Microsoft(R) .NET platform and Microsoft Visual Studio(R) .NET. It's packed with sample code and demo applications to show you exactly how to develop with C#. You'll explore this advanced language and its design parameters and construction to gain a complete understanding of how it works--and why it works that way.

C# 3.0 THE COMPLETE REFERENCE 3/E

The author placed itself from the point of view of the developer which must be quickly productive and anticipate changes without having to reinvent the wheel. More than half the book is dedicated to the 2.0 version of .NET and covers: The .NET platform, The C#2 language and The .NET Framework. With several reminders to fundamental, it is the perfect book for the student, the beginner or even the seasoned developer.

Practical .NET2 and C#2

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