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Practical C# Programming Practices Mastering C# (C Sharp Programming) Microsoft Visual C# 2010 Step by Step Microsoft Visual C# Step by Step The C# Programming Yellow Book Functional Programming in C#, Second Edition Learning C# Head First C# Mastering C# (C Sharp Programming) Book of F# C# Complete C# in Depth Learning C# by Programming Games Fundamentals of Computer Programming with C# The C# Player's Guide (eBook) Mastering Visual Studio .NET Windows Developer Power Tools Learn C# in One Day and Learn It Well C# Professional Projects Microsoft Visual C# 2013 Step by Step Learn C# Programming Begin to Code with C# Code Like a Pro in C# Dependency Injection Principles, Practices, and Patterns Beginning C# Object-Oriented Programming The C# Programmer's Study Guide (MCSD) The Ray Tracer Challenge Extreme Programming Refactored Small, Sharp Software Tools Beginning Visual C# 2010 Professional C# 7 and .NET Core 2.0 Pro ASP.NET MVC 5 Starting Out with Visual C# C# 7.0 in a Nutshell Crafting Interpreters The The Modern

C# Challenge Beginning C# Game Programming Head First C# Gray Hat C# C# and the .NET Platform

Functional Programming in C#, Second Edition teaches functional thinking for real-world problems. It reviews the C# language features that allow you to program functionally and through many practical examples shows the power of function composition, data-driven programming, and immutable data structures. All code examples work with .NET 6 and C# 10.

Summary Dependency Injection Principles, Practices, and Patterns teaches you to use DI to reduce hard-coded dependencies between application components. You'll start by learning what DI is and what types of applications will benefit from it. Then, you'll work through concrete scenarios using C# and the .NET framework to implement DI in your own projects. As you dive into the thoroughly-explained examples, you'll develop a foundation you can apply to any of the many DI libraries for .NET and .NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Dependency Injection (DI) is a great way to reduce tight coupling between software components. Instead of hard-coding dependencies, such as specifying a database driver, you make those connections through a third party. Central to application frameworks like ASP.NET Core, DI enables you to better manage changes and other complexity in your software.

About the Book Dependency Injection Principles, Practices, and Patterns is a revised and expanded edition of the bestselling classic Dependency Injection in .NET. It teaches you DI from the ground up, featuring relevant

examples, patterns, and anti-patterns for creating loosely coupled, well-structured applications. The well-annotated code and diagrams use C# examples to illustrate principles that work flawlessly with modern object-oriented languages and DI libraries. What's Inside Refactoring existing code into loosely coupled code DI techniques that work with statically typed OO languages Integration with common .NET frameworks Updated examples illustrating DI in .NET Core About the Reader For intermediate OO developers. About the Authors Mark Seemann is a programmer, software architect, and speaker who has been working with software since 1995, including six years with Microsoft. Steven van Deursen is a seasoned .NET developer and architect, and the author and maintainer of the Simple Injector DI library. Table of Contents PART 1 Putting Dependency Injection on the map The basics of Dependency Injection: What, why, and how Writing tightly coupled code Writing loosely coupled code PART 2 Catalog DI patterns DI anti-patterns Code smells PART 3 Pure DI Application composition Object lifetime Interception Aspect-Oriented Programming by design Tool-based Aspect-Oriented Programming PART 4 DI Containers DI Container introduction The Autofac DI Container The Simple Injector DI Container The Microsoft.Extensions.DependencyInjection DI Container C# Complete is a one-of-a-kind book--valuable both for its broad content and its low price. Whether you're brand-new to C# programming, are migrating from Visual Basic or Visual C++ to C#, or have already developed some expertise in C#, you'll get the skills you need to become proficient with Microsoft's powerful new language designed for the .NET platform. Creating complex applications in the .NET Framework is made easier with C#--Microsoft's first true object-

oriented programming language. In *C# Complete*, you'll get a clear picture of everything you need to know for developing applications using C#. You'll begin by learning the essential elements of the language and of Visual Studio .NET, in which you'll develop and run programs in a comprehensive integrated development environment. You'll see how to create functional and exciting user interfaces and desktop applications written with C#, and how to incorporate threads to their best advantage. You'll explore the use of ADO.NET classes in development of C# database applications. Chapters on ASP.NET Web Services will walk you through the building of an XML web services application. You'll also visit some advanced topics, including designing with security in mind, overcoming the shortcomings of the .NET Framework, and working with the Microsoft Mobile Internet Toolkit. *C# Complete* introduces you to the work of some of Sybex's finest authors, so you'll know where to go to learn even more about C# and the .NET Framework.

Inside:

- Visual C# .NET Essentials
- Introduction to Visual C# and the .NET Framework
- Zen and Now: The C# Language
- Strings
- Object Oriented Programming
- Derived Classes
- Arrays, Indexers, and Collections
- Reflecting on Classes
- C# Application Development
- Building a Better Windows User Interface
- Building Desktop Applications
- Working with Threads
- Database Development with C#
- Overview of the ADO.NET Classes
- ADO.NET Application Development
- Using DataSet Objects to Store Data
- Using DataSet Objects to Modify Data
- ASP.NET and Web Services
- Introduction to C# Web Applications
- Using XML in Web Applications
- Web Services
- Building Your Own Web Controls
- Advanced C# Development
- Overcoming Holes in the .NET Framework
- Overcoming Security Issues
- Getting Started with

Mobile Internet Toolkit Learn to use C#'s powerful set of core libraries to automate tedious yet important tasks like performing vulnerability scans, malware analysis, and incident response. With some help from Mono, you can write your own practical security tools that will run on Mac, Linux, and even mobile devices. Following a crash course in C# and some of its advanced features, you'll learn how to:

- Write fuzzers that use the HTTP and XML libraries to scan for SQL and XSS injection
- Generate shellcode in Metasploit to create cross-platform and cross-architecture payloads
- Automate Nessus, OpenVAS, and sqlmap to scan for vulnerabilities and exploit SQL injections
- Write a .NET decompiler for Mac and Linux
- Parse and read offline registry hives to dump system information
- Automate the security tools Arachni and Metasploit using their MSGPACK RPCs

Streamline and simplify your work day with Gray Hat C# and C#'s extensive repertoire of powerful tools and libraries. Brace yourself for a fun challenge: build a photorealistic 3D renderer from scratch! In just a couple of weeks, build a ray tracer that renders beautiful scenes with shadows, reflections, refraction effects, and subjects composed of various graphics primitives: spheres, cubes, cylinders, triangles, and more. With each chapter, implement another piece of the puzzle and move the renderer forward. Use whichever language and environment you prefer, and do it entirely test-first, so you know it's correct. 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. When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming

Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service The ASP.NET MVC 5 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET. ASP.NET MVC 5 contains a number of advances over previous versions, including the ability to define routes using C# attributes and the ability to override filters. The user experience of building MVC applications has also been substantially improved. The new, more tightly integrated, Visual Studio 2013 IDE has been created specifically with MVC application development in mind and provides a full suite of tools to improve development times and assist in reporting, debugging and deploying your code. The popular Bootstrap JavaScript library has also now been included natively within MVC 5 providing you, the developer, with a wider range of multi-platform CSS and HTML5 options than ever before without the penalty of having to load-in third party libraries. 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

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a “real world” application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more. What will you learn from this book?

Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, *Head First C#* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works. Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience. Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by

developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient “Quick Reference” boxes, which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course. Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises. From bestselling author Liberty comes an entry-level book that presents this young programming language and the basics of object-oriented .NET programming. Learning C# programming language and

understanding C# programming language are two different things. Almost every student enjoy learning C# programming language. But, only a few number of these students actually understand C# programming language afterwards. This is where the remaining students are left behind and kept wandering from one course to another over the internet to get the best knowledge on understanding C# programming language with cups of coffee on their table everyday. 70+ C# programming best practices for absolute beginner is a comprehensive and concise guide with over 7 hours of content that is designed to pick up every interested student from the state of "zero-knowledge" to a state of "Hero-knowledge" in C# programming with lots of practical C# projects. Get started with C# and strengthen your knowledge of core programming concepts such as procedural, object-oriented, generic, functional, and asynchronous programming along with the latest features of C# 8 Key Features Learn the fundamentals of C# with the help of easy-to-follow examples and explanations Leverage the latest features of C# 8, including nullable reference types, pattern matching enhancements, and asynchronous streams Explore object-oriented programming, functional programming, and multithreading concepts Book Description The C# programming language is often developers' primary choice for creating a wide range of applications for desktop, cloud, and mobile. In nearly two decades of its existence, C# has evolved from a general-purpose, object-oriented language to a multi-paradigm language with impressive features. This book will take you through C# from the ground up in a step-by-step manner. You'll start with the building blocks of C#, which include basic data types, variables, strings, arrays, operators, control statements, and loops. Once

comfortable with the basics, you'll then progress to learning object-oriented programming concepts such as classes and structures, objects, interfaces, and abstraction. Generics, functional programming, dynamic, and asynchronous programming are covered in detail. This book also takes you through regular expressions, reflection, memory management, pattern matching, exceptions, and many other advanced topics. As you advance, you'll explore the .NET Core 3 framework and learn how to use the dotnet command-line interface (CLI), consume NuGet packages, develop for Linux, and migrate apps built with .NET Framework. Finally, you'll understand how to run unit tests with the Microsoft unit testing frameworks available in Visual Studio. By the end of this book, you'll be well-versed with the essentials of the C# language and be ready to start creating apps with it. What you will learn

Get to grips with all the new features of C# 8

Discover how to use attributes and reflection to build extendable applications

Utilize LINQ to uniformly query various sources of data

Use files and streams and serialize data to JSON and XML

Write asynchronous code with the async-await pattern

Employ .NET Core tools to create, compile, and publish your applications

Create unit tests with Visual Studio and the Microsoft unit testing frameworks

Who this book is for

If you have little experience in coding or C# and want to learn the essentials of C# programming to develop powerful programming techniques, this book is for you. It will also help aspiring programmers to write scripts or programs to accomplish specific tasks. Use C# to accomplish real-world, professional tasks. C# Professional Projects is your key to unlocking the power of C#. Each project focuses on a specific concept and is based on a real-world situation. Enhance your skills as you work through

six projects including creating a customer maintenance system, an employee record system, a creative learning windows application, an airline reservation portal, a Web portal for a bookstore, and a mobile application project. When you are finished, you will have the skills necessary to modify projects to fit your professional needs. Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2015 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2015. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2015 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services About You For software developers who are new to Visual C# or who are upgrading from older versions Readers should have experience with at least one programming language No

prior Microsoft .NET or Visual Studio development experience required C# is the key language for Microsoft's next generation of Windows services, the .NET platform. This new programming language is fast and modern and was designed to increase programmer productivity. C# enables programmers quickly to build a wide range of applications for the new Microsoft .NET platform. The .NET platform enables developers to build C# components to become Web services available across the entire Internet. Relentlessly practical and complete, this book starts with a brief overview of the C# language, but then directly moves to applying C# for essentially every possible kind of .NET application. From Windows- based to Web-based applications, it's all here. There are comprehensive discussions of such important issues as the .NET Framework, threading, ASP.NET and ADO.NET. Stephens and Rosenberg examine XP in the context of existing methodologies and processes such as RUP, ICONIX, Spiral, RAD, DSDM, etc – and show how XP goals can be achieved using these existing processes. F# brings the power of functional-first programming to the .NET Framework, a platform for developing software in the Microsoft Windows ecosystem. If you're a traditional .NET developer used to C# and Visual Basic, discovering F# will be a revelation that will change how you code, and how you think about coding. In *The Book of F#*, Microsoft MVP Dave Fancher shares his expertise and teaches you how to wield the power of F# to write succinct, reliable, and predictable code. As you learn to take advantage of features like default immutability, pipelining, type inference, and pattern matching, you'll be amazed at how efficient and elegant your code can be. You'll also learn how to:

- * Exploit F#'s functional nature using currying, partial application, and delegation *

Streamline type creation and safety with record types and discriminated unions * Use collection types and modules to handle data sets more effectively * Use pattern matching to decompose complex types and branch your code within a single expression * Make your software more responsive with parallel programming and asynchronous workflows * Harness object orientation to develop rich frameworks and interact with code written in other .NET languages * Use query expressions and type providers to access and manipulate data sets from disparate sources Break free of that old school of programming. The Book of F# will show you how to unleash the expressiveness of F# to create smarter, leaner code. Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from `main()`, you will build a language that features rich syntax, dynamic

typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that you thoroughly understand because you wrote each one yourself. This book enables intermediate and advanced programmers the kind of depth that's really needed, such as advanced window functionality, macros, advanced debugging, and add-ins, etc. With this book, developers will learn the VS.NET development environment from top to bottom. The command-line interface is making a comeback. That's because developers know that all the best features of your operating system are hidden behind a user interface designed to help average people use the computer. But you're not the average user, and the CLI is the most efficient way to get work done fast. Turn tedious chores into quick tasks: read and write files, manage complex directory hierarchies, perform network diagnostics, download files, work with APIs, and combine individual programs to create your own workflows. Put down that mouse, open the CLI, and take control of your software development environment. No matter what language or platform you're using, you can use the CLI to create projects, run servers, and manage files. You can even create new tools that fit right in with grep, sed, awk, and xargs. You'll work with the Bash shell and the most common command-line utilities available on macOS, Windows 10, and many flavors of Linux. Create files without opening a text editor. Manage complex directory structures and move around your entire file system without touching the mouse. Diagnose network issues and interact with APIs. Chain several commands together to transform data, and create your own scripts to automate repetitive tasks. Make things even faster by customizing your environment, creating shortcuts, and

integrating other tools into your environment. Hands-on activities and exercises will cement your newfound knowledge and give you the confidence to use the CLI to its fullest potential. And if you're worried you'll wreck your system, this book walks you through creating an Ubuntu virtual machine so you can practice worry-free. Dive into the CLI and join the thousands of other devs who use it every day. What You Need: You'll need macOS, Windows 10, or a Linux distribution like Ubuntu, Fedora, CentOS, or Debian using the Bash shell. Teach yourself Visual C# 2010-one step at a time. Ideal for developers with fundamental programming skills, this practical tutorial features learn-by-doing exercises that demonstrate how, when, and why to use the features of the C# rapid application development environment. You'll learn how to use Microsoft Visual Studio 2010 and Microsoft .NET Framework 4.0; develop a solid, fundamental understanding of C# language features; and then get to work creating actual components and working applications for the Windows operating system. You'll also delve into data management technologies and Web-based applications. Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. For courses in Introductory C# Programming. Clear, Friendly, and Approachable Introduction to Visual C# Programming Clear, friendly, and approachable, this Fourth Edition of Starting Out With Visual C# is an ideal beginning text for students with no programming experience. Detailed walk-throughs and a readable, comprehensible style make the text inviting to new programmers, while

numerous practical example programs highlight the most important programming topics. Gaddis's detailed, step-by-step instructions teach a GUI-based approach that motivates students with familiar graphical elements. Topics are examined progressively in each chapter, with objects taught before classes. The Fourth Edition has been completely updated for Visual Studio 2015 and contains new sections on debugging, accessing controls on different forms, and auto-properties. Your hands-on guide to Visual C# fundamentals Expand your expertise—and teach yourself the fundamentals of Microsoft Visual C# 2013. If you have previous programming experience but are new to Visual C# 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Create and debug C# applications in Visual Studio 2013 Work with variables, identifiers, statements, operators, and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO.NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8.1 apps The professional's guide to C# 7, with expert guidance on the newest features Professional C# 7 and .NET Core 2.0 provides experienced programmers with the information they need to work effectively with the world's leading programming language. The latest C# update added many new features that help you get more done in less time, and this book is your ideal guide for getting up to speed quickly. C# 7 focuses on data consumption, code simplification, and performance, with new support for local functions, tuple types, record types, pattern matching, non-nullable reference types, immutable

types, and better support for variables. Improvements to Visual Studio will bring significant changes to the way C# developers interact with the space, bringing .NET to non-Microsoft platforms and incorporating tools from other platforms like Docker, Gulp, and NPM. Guided by a leading .NET expert and steeped in real-world practicality, this guide is designed to get you up to date and back to work. With Microsoft speeding up its release cadence while offering more significant improvement with each update, it has never been more important to get a handle on new tools and features quickly. This book is designed to do just that, and more—everything you need to know about C# is right here, in the single-volume resource on every developer's shelf. Tour the many new and enhanced features packed into C# 7 and .NET Core 2.0 Learn how the latest Visual Studio update makes developers' jobs easier Streamline your workflow with a new focus on code simplification and performance enhancement Delve into improvements made for localization, networking, diagnostics, deployments, and more Whether you're entirely new to C# or just transitioning to C# 7, having a solid grasp of the latest features allows you to exploit the language's full functionality to create robust, high-quality apps. Professional C# 7 and .NET Core 2.0 is the one-stop guide to everything you need to know. A wealth of open and free software is available today for Windows developers who want to extend the development environment, reduce development effort, and increase productivity. This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers. Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the

code samples used in the book from here: <http://www.robmiles.com/s/Yellow-Book-Code-Samples-64.z> Are you ready to try your hand at programming games using C#? "Beginning C# Game Programming" is your ideal introductory guide designed to jumpstart your experience with C# and DirectX 9. It includes the fundamental topics you'll need to know and covers additional topics that you'll find helpful along the way. Begin with a comprehensive look at programming with C# from the basics of classes to advanced topics such as polymorphism and abstraction. Then it's on to DirectX 9 as you learn how to create a basic framework and a Direct3D device. You'll also cover DirectSound and DirectInput. Put your newfound knowledge to the test as you program a complete game! What will you learn from this book? Create apps, games, and more using this engaging, highly visual introduction to C#, .NET, and Visual Studio. In the first chapter you'll dive right in, building a fully functional game using C# and .NET MAUI that can run on Windows, Mac, and even Android and iOS devices. You'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. Interested in a development career? You'll learn important development techniques and ideas--many who learned to code with this book are now professional developers, team leads, coding streamers, and more. There's no experience required except the desire to learn. And this is the best place to start. What's so special about this book? If you've read a Head First book, you know what to expect: a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn C# through a multisensory experience that

engages your mind--rather than a text-heavy approach that puts you to sleep. While other books only cover the basics, this guide covers C Sharp in such detail that anyone can learn from this book. Contents: Introduction Part 1: Beginner Guide .NET Framework Installing Visual Studio Compiling and Running Your Project C# Comments C# Keywords Variables Basic Math User Input Math Part 2 Decision Making Switch Statements Looping Arrays Enumerations Part 2: Intermediate Guide Methods Classes Part 1 Stack vs. Heap Garbage Collection Classes Part 2 Properties Structs Inheritance Polymorphism, Virtual Methods, and Abstract Classes Interfaces Generics: Part 1 Generics: Part 2 Part 3: Advanced Guide File I/O Error Handling: Exceptions Delegates Events Threading Operator Overloading Indexers User-Defined Conversions Extension Methods Quick Quiz Part 4: More Advanced Section C# Reflection Anonymous Functions Asynchronous Programming LINQ Parallel Class and PLINQ Understanding PLINQ Speedup Query Operators and Ordering Using Unsafe Code An Introduction to Windows Forms Conclusion Answers This book was designed to make concepts as easy as possible, while explaining how programming works. This guide is different from others in that it includes a variety of different exercises that readers can learn from. Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that

make learning the newest features of C# easy.” —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you’ll write better code, and become an exceptional troubleshooter and problem solver.

What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2–5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers.

About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow.

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efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond PART 1 C# IN CONTEXT PART 2 C# 2–5 PART 3 C# 6 PART 4 C# 7 AND BEYOND Have you ever wanted to learn computer programming but were afraid it would be too difficult for you? Or perhaps you already know other programming languages, and are now interested in learning C#. C# is part of the .Net framework and is intended to be a simple general-purpose programming language that can be used to develop different types of applications, including console, windows, web and mobile apps. Learn advanced C# concepts and techniques such as building caches, cryptography, and parallel programming by solving interesting programming challenges Key FeaturesGain useful insights on advanced C# programming topics and APIsUse locking and cached values to solve parallel problemsTake advantage of .NET's cryptographic tools to encrypt and decrypt stringsBook Description C# is a multi-paradigm programming language. The Modern C# Challenge covers with aspects of the .NET Framework such as the Task Parallel Library (TPL) and CryptoAPI. It also encourages you to explore important programming trade-offs such as time versus space or simplicity. There may be many ways to solve a problem and there is often no single right way, but some solutions are definitely better than others. This book has combined these solutions to help you solve real-world problems with C#. In addition to describing programming trade-offs, The Modern C# Challenge will help you build a useful toolkit of techniques such as value caching, statistical analysis, and geometric algorithms. By the end of this book, you will have walked through challenges in C# and explored the .NET Framework in order to develop program logic for real-world applications. What you will

learnPerform statistical calculations such as finding the standard deviationFind combinations and permutationsSearch directories for files matching patterns using LINQ and PLINQFind areas of polygons using geometric operationsRandomize arrays and lists with extension methodsExplore the filesystem to find duplicate filesSimulate complex systems and implement equality in a classUse cryptographic techniques to encrypt and decrypt strings and filesWho this book is for

The Modern C# Challenge is for all C# developers of different abilities wanting to solve real-world problems. There are problems for everyone at any level of expertise in C# Become a C# programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer’s tutorial, reflecting deep research into how today’s beginners learn, and why other books fall short. Begin to Code with C# is packed with innovations, from its “Snaps” prebuilt operations to its “Make Something Happen” projects. Whether you’re a total beginner or you’ve tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you’re in control! Learn how to...

- Get the free tools you need to create modern programs
- Work with 150 sample programs that illustrate important concepts
- Use the sample programs as starting points for your own programs
- Explore exactly what happens when a program runs
- Approach program development with a professional perspective
- Use powerful productivity shortcuts built into Microsoft Visual Studio
- Master classes, interfaces, methods, and other

essential concepts • Organize programs so they're easy to construct and improve • Capture and respond to user input • Store and manipulate many types of real-world data • Create interactive games that are fun to play • Build modern interfaces your users will love • Test and debug your code—and avoid problems in the first place

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become

a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity,

OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

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