

Table of Contents

Preface.....	xi
1. Introducing C# and .NET.....	1
Object Orientation	1
Type Safety	2
Memory Management	3
Platform Support	3
CLRs, BCLs, and Runtimes	3
A Brief History of C#	8
2. C# Language Basics.....	31
A First C# Program	31
Syntax	34
Type Basics	36
Numeric Types	47
Boolean Type and Operators	55
Strings and Characters	57
Arrays	61
Variables and Parameters	67
Expressions and Operators	78
Null Operators	82
Statements	84
Namespaces	95
3. Creating Types in C#.....	103
Classes	103
Inheritance	126
The object Type	138
Structs	142

Access Modifiers	145
Interfaces	147
Enums	154
Nested Types	157
Generics	159
4. Advanced C#.....	173
Delegates	173
Events	181
Lambda Expressions	188
Anonymous Methods	194
try Statements and Exceptions	195
Enumeration and Iterators	203
Nullable Value Types	210
Nullable Reference Types	215
Extension Methods	217
Anonymous Types	220
Tuples	222
Records	227
Patterns	238
Attributes	243
Caller Info Attributes	246
Dynamic Binding	248
Operator Overloading	256
Static Polymorphism	260
Unsafe Code and Pointers	263
Preprocessor Directives	270
XML Documentation	272
5. .NET Overview.....	277
Runtime Targets and TFMs	279
.NET Standard	279
Reference Assemblies	281
Runtime and C# Language Versions	281
The CLR and BCL	281
Application Layers	286
6. .NET Fundamentals.....	291
String and Text Handling	291
Dates and Times	304

Dates and Time Zones	312
Formatting and Parsing	317
Standard Format Strings and Parsing Flags	323
Other Conversion Mechanisms	330
Globalization	334
Working with Numbers	335
Enums	340
The Guid Struct	344
Equality Comparison	344
Order Comparison	355
Utility Classes	358
7. Collections.....	365
Enumeration	366
The ICollection and IList Interfaces	373
The Array Class	377
Lists, Queues, Stacks, and Sets	385
Dictionaries	394
Customizable Collections and Proxies	401
Immutable Collections	406
Frozen Collections	410
Plugging in Equality and Order	411
8. LINQ Queries.....	419
Getting Started	419
Fluent Syntax	421
Query Expressions	427
Deferred Execution	432
Subqueries	438
Composition Strategies	442
Projection Strategies	445
Interpreted Queries	448
EF Core	454
Building Query Expressions	466
9. LINQ Operators.....	471
Overview	472
Filtering	475
Projecting	480
Joining	492

Ordering	500
Grouping	503
Set Operators	507
Conversion Methods	509
Element Operators	512
Aggregation Methods	514
Quantifiers	519
Generation Methods	520
10. LINQ to XML.....	521
Architectural Overview	521
X-DOM Overview	522
Instantiating an X-DOM	526
Navigating and Querying	528
Updating an X-DOM	534
Working with Values	537
Documents and Declarations	539
Names and Namespaces	543
Annotations	548
Projecting into an X-DOM	549
11. Other XML and JSON Technologies.....	553
XmlReader	553
XmlWriter	561
Patterns for Using XmlReader/XmlWriter	563
Working with JSON	568
12. Disposal and Garbage Collection.....	581
IDisposable, Dispose, and Close	581
Automatic Garbage Collection	587
Finalizers	589
How the GC Works	593
Managed Memory Leaks	600
Weak References	603
13. Diagnostics.....	607
Conditional Compilation	607
Debug and Trace Classes	611
Debugger Integration	614
Processes and Process Threads	615

StackTrace and StackFrame	616
Windows Event Logs	618
Performance Counters	620
The Stopwatch Class	624
Cross-Platform Diagnostic Tools	625
14. Concurrency and Asynchrony.....	631
Introduction	631
Threading	632
Tasks	648
Principles of Asynchrony	656
Asynchronous Functions in C#	661
Asynchronous Patterns	681
Obsolete Patterns	689
15. Streams and I/O.....	693
Stream Architecture	693
Using Streams	695
Stream Adapters	709
Compression Streams	718
Working with ZIP Files	721
Working with Tar Files	722
File and Directory Operations	723
OS Security	733
Memory-Mapped Files	736
16. Networking.....	741
Network Architecture	741
Addresses and Ports	743
URIs	744
HttpClient	746
Writing an HTTP Server	755
Using DNS	758
Sending Mail with SmtpClient	758
Using TCP	759
Receiving POP3 Mail with TCP	763
17. Assemblies.....	765
What's in an Assembly	765
Strong Names and Assembly Signing	770

Assembly Names	771
Authenticode Signing	773
Resources and Satellite Assemblies	776
Loading, Resolving, and Isolating Assemblies	783
18. Reflection and Metadata.....	805
Reflecting and Activating Types	806
Reflecting and Invoking Members	813
Reflecting Assemblies	827
Working with Attributes	828
Dynamic Code Generation	834
Emitting Assemblies and Types	841
Emitting Type Members	844
Emitting Generic Methods and Types	849
Awkward Emission Targets	851
Parsing IL	855
19. Dynamic Programming.....	861
The Dynamic Language Runtime	861
Dynamic Member Overload Resolution	863
Implementing Dynamic Objects	869
Interoperating with Dynamic Languages	872
20. Cryptography.....	875
Overview	875
Windows Data Protection	876
Hashing	877
Symmetric Encryption	879
Public-Key Encryption and Signing	884
21. Advanced Threading.....	889
Synchronization Overview	890
Exclusive Locking	890
Locking and Thread Safety	898
Nonexclusive Locking	904
Signaling with Event Wait Handles	911
The Barrier Class	919
Lazy Initialization	920
Thread-Local Storage	923
Timers	926

22. Parallel Programming.....	931
Why PFX?	932
PLINQ	935
The Parallel Class	948
Task Parallelism	954
Working with AggregateException	964
Concurrent Collections	966
BlockingCollection<T>	969
23. Span<T> and Memory<T>.....	973
Spans and Slicing	974
Memory<T>	978
Forward-Only Enumerators	980
Working with Stack-Allocated and Unmanaged Memory	982
24. Native and COM Interoperability.....	985
Calling into Native DLLs	985
Type and Parameter Marshaling	986
Callbacks from Unmanaged Code	991
Simulating a C Union	994
Shared Memory	995
Mapping a Struct to Unmanaged Memory	997
COM Interoperability	1001
Calling a COM Component from C#	1003
Embedding Interop Types	1006
Exposing C# Objects to COM	1007
25. Regular Expressions.....	1011
Regular Expression Basics	1011
Quantifiers	1016
Zero-Width Assertions	1017
Groups	1020
Replacing and Splitting Text	1022
Cookbook Regular Expressions	1023
Regular Expressions Language Reference	1027
Index.....	1031