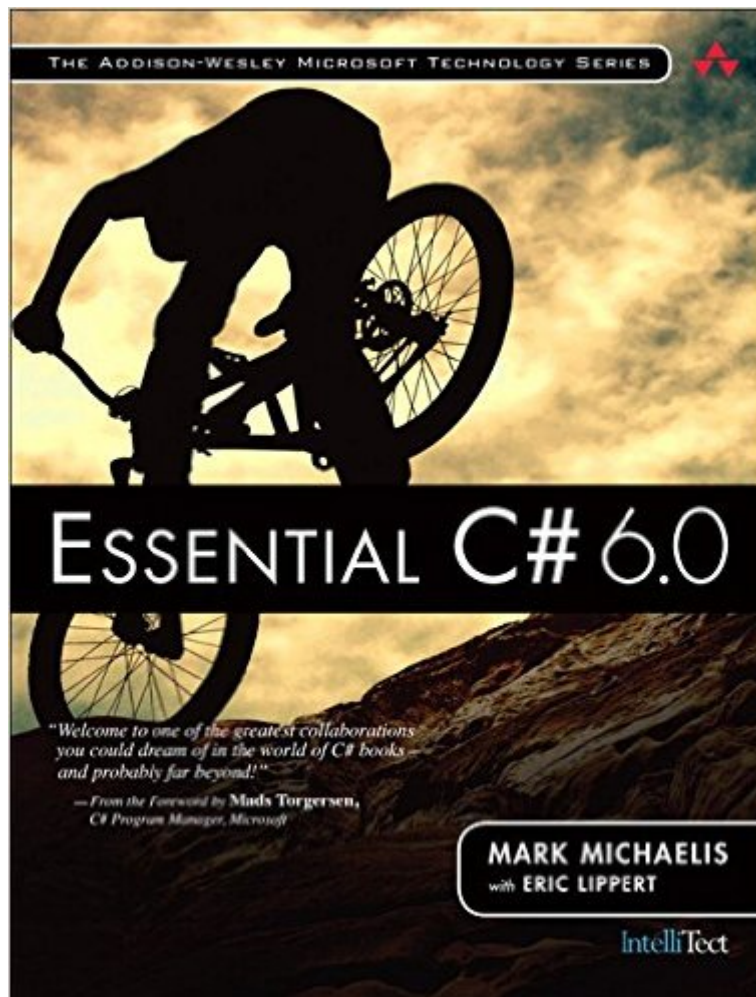


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Essential C# 6.0 (5th Edition) (Addison-Wesley Microsoft Technology)



Synopsis

Welcome to one of the greatest collaborations you could dream of in the world of C# books—and probably far beyond! From the Foreword by Mads Torgersen, C# Program Manager, Microsoft Essential C# 6.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of experience. Fully updated to reflect new C# 6.0 and .NET 4.6 features and patterns, it will help you write C# code that's simple, powerful, robust, secure, and maintainable. This book's authors are world-class C# experts: long-time Microsoft MVP and Regional Director Mark Michaelis and Eric Lippert, formerly principal developer on Microsoft's C# compiler team. Together, they cover the entire language, illustrating key constructs with succinct examples and offering a complete foundation for successful C# development. Essential C# 6.0 makes it easy to program with any version of C#, whether you're creating new code or maintaining existing systems. Separate indexes for C# versions 4, 5, and 6 help you quickly find version-specific answers with accompanying visual indicators that help you identify which language innovations will work when. This edition also includes a set of best-practice C# Coding Guidelines updated to leverage C# 6.0 constructs. Coverage includes Mastering C# data types, operators, control flow, methods, and parameters Using C# object-oriented constructs, including classes, inheritance, interfaces, and more—all with the significantly simplified syntax of C# 6.0 Working with well-formed value and reference types Implementing reliable, effective exception handling Reducing code complexity with generics, delegates, lambda expressions, and events (including a simplified C# 6.0 syntax for triggering events) Learning dynamic programming with reflection and attributes Querying diverse data collections using LINQ with query expressions Creating custom collections that operate against business objects Using collection interfaces and standard query operators to access .NET collections Understanding the Common Language Infrastructure and C# in the context of .NET 4.6 Taking advantage of declarative programming, embedded metadata, reflection, and attributes Mastering multithreading and synchronization, including the new async/await paradigm Using P/Invoke, pointers, and direct memory manipulation to interoperate with other languages Understanding how C# programs relate to the underlying runtime For Qualified Instructors An instructor's guide, exercises, and a slide deck are available to support your courses.

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Customer Reviews

I have to start out by saying I'm a big fan of Mark Michaelis and have had the pleasure of hearing him speak and a .NET User Group meeting. At that time his book was called Essential C# 3.0 for .NET framework 3.5. I'm a consultant and this is crucial material to help prepare me for technical interviews and just overall day-day coding examples. Examples are clean and concise. This is my "go to" book for learning .NET Framework features. I have to say I'm lagging a bit on all the new changes so I was excited to find out that this book just released an update for C# version 6. There have been many improvements in the language since the 3.0 book and this book has outlined those changes in a rather unique way. There is a main index listing all keywords and then a "topics" index organized by language version number. We also get the added benefit version tags, highlighting the version number within the text of the book. The versions are interlaced sequentially in a chapter rather than segmented out. That is you start out by reading about anonymous methods (C# 2.0) and segue in lambdas (C# 3.0) by the end of the chapter you are reading about a (C# 5.0) improvement called capturing loop variables. In this way, you see the evolution of the language. Really cool. The C#/.NET version tags are very helpful. I typically skip the introduction because I already know all that basic stuff but saw a 6.0 version tag with a little gem called "string interpolation" on page 20 - It's a shorthand way of coding string.Format. I would have missed the new feature had it not been for the tag. The C# version number is clearly highlighted so you know at all times what version you are reading about.

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