Clr Via C Developer Reference Jeffrey Richter

C# 5.0 in a NutshellInside Microsoft .NET IL AssemblerC# in DepthWorking Effectively with Legacy CodeWindows via C/C++CLR via C#Pro .NET Memory ManagementEssential .NetPro C# with .NET 3.0, Special Edition.NET IL AssemblerFundamentals of Computer Programming with C#The C# Programming LanguageThe Book of Visual Studio .NETHands-On Software Architecture with C# 8 and .NET Core 3Build Windows 8 Apps with Microsoft Visual C++ Step by StepC# 4.0 UnleashedProgramming WindowsMicrosoft Visual C# 2010 Step by StepAdaptive Code via C#C# in Depth, 3rd EditionCLR Via C#Windows Runtime Via C#Programming in the .NET EnvironmentC# 8.0 in a NutshellExpert .NET 2.0 IL AssemblerProfessional C# 7 and .NET Core 2.0Student's Essential Guide to .NETConcurrent Programming on WindowsC# 6.0 in a NutshellAgile Principles, Patterns, and Practices in C#Async in C# 5.0Concurrency in C# CookbookMicrosoft .NET - Architecting Applications for the EnterpriseMastering Visual Studio .NETCLR via C#VB.Net Web Developer's GuideClr Via C++ / CliThe C# Programming Yellow BookBeginning C++ ProgrammingMicrosoft Visual C++/CLI Step by Step

C# 5.0 in a Nutshell

Your hands-on guide to Visual C++/CLI fundamentals Expand your expertise—and teach yourself the

fundamentals of the Microsoft Visual C++/CLI language. If you have previous programming experience but are new to Visual C++, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Write and debug object-oriented C++ programs in Visual Studio 2012 Utilize the various features of the C++/CLI language Make use of the Microsoft .NET Framework Class Library Create a simple Windows Store app Use .NET features such as properties, delegates and events Access data from disparate sources using ADO.NET Create and consume web services using Windows Communication Foundation Work effectively with legacy code and COM

Inside Microsoft .NET IL Assembler

Understand .NET memory management internal workings, pitfalls, and techniques in order to effectively avoid a wide range of performance and scalability problems in your software. Despite automatic memory management in .NET, there are many advantages to be found in understanding how .NET memory works and how you can best write software that interacts with it efficiently and effectively. Pro .NET Memory Management is your comprehensive guide to writing better software by understanding and working with memory management in .NET. Thoroughly vetted by the .NET Team at Microsoft, this book contains 25 valuable troubleshooting scenarios designed to help diagnose challenging memory problems. Readers will also

benefit from a multitude of .NET memory management “rules” to live by that introduce methods for writing memory-aware code and the means for avoiding common, destructive pitfalls. What You'll Learn Understand the theoretical underpinnings of automatic memory management Take a deep dive into every aspect of .NET memory management, including detailed coverage of garbage collection (GC) implementation, that would otherwise take years of experience to acquire Get practical advice on how this knowledge can be applied in real-world software development Use practical knowledge of tools related to .NET memory management to diagnose various memory-related issues Explore various aspects of advanced memory management, including use of Span and Memory types Who This Book Is For .NET developers, solution architects, and performance engineers

C# in Depth

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques

Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Working Effectively with Legacy Code

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

Windows via C/C++

“Look it up in Petzold” remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32

programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

CLR via C#

Agile coding with design patterns and SOLID principles As every developer knows, requirements are subject to change. But when you build adaptability into your code, you can respond to change more easily and avoid disruptive rework. Focusing on Agile programming, this book describes the best practices, principles, and patterns that enable you to create flexible, adaptive code--and deliver better business value. Expert guidance to bridge the gap between theory and practice Get grounded in Scrum: artifacts, roles, metrics, phases Organize and manage architectural dependencies Review best practices for patterns and anti-patterns

Master SOLID principles: single-responsibility, open/closed, Liskov substitution Manage the versatility of interfaces for adaptive code Perform unit testing and refactoring in tandem See how delegation and abstraction impact code adaptability Learn best ways to implement dependency interjection Apply what you learn to a pragmatic, agile coding project Get code samples at: http://github.com/garymclean/AdaptiveCode

Pro .NET Memory Management

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated develpment environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Essential .Net

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

Pro C# with .NET 3.0, Special Edition

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

.NET IL Assembler

Dig deep and master the intricacies of the common language runtime, C#, and .NET development. Led by programming expert Jeffrey Richter, a longtime consultant to the Microsoft .NET team - you'll gain pragmatic insights for building robust, reliable, and responsive apps and components. Fully updated for .NET Framework 4.5 and Visual Studio 2012 Delivers a thorough grounding in the .NET Framework architecture, runtime environment, and other key topics, including asynchronous programming and the new Windows Runtime Provides extensive code samples in Visual C# 2012 Features authoritative, pragmatic guidance on difficult development concepts such as generics and threading

Fundamentals of Computer Programming with C#

Get the inside scoop on this critical low-level language with an architectural guide from the most reliable authority--the language's designer, Serge Lidin. Readers discover common structures, functions, and

rules for designing .NET applications, explanations for how .NET executables compile, details on the .NET IL Assembler, IL Disassembler and Metadata Validation tools, and more.

The C# Programming Language

When you have questions about C# 8.0 or .NET Core, 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 the O'Reilly 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# 8.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET knowledge that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, 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, serialization, spans, reflection, and cryptography Delve into Roslyn, the modular C# compiler as a service

The Book of Visual Studio .NET

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.

Hands-On Software Architecture with C# 8 and .NET Core 3

This book provides readers with a complete A-Z for using C# with the .NET 2.0 Platform and the .NET 3.0 extensions. It contains new chapters digging deeply into the interactions between the existing framework and the new extensions to give readers the edge when they come to evaluation and implement .NET 3.0 for the first time. To provide even more support, the book includes a bonus CD that provides over five hundred pages of carefully selected additional content to help broaden a reader's understanding of both .NET 2.0 and .NET 3.0.

Build Windows 8 Apps with Microsoft Visual C++ Step by Step

A guide to the key topics of C# covers such topics as lambda expressions, LINQ, generics, nullable types, iterators, and extension methods.

C# 4.0 Unleashed

C# 4.0 Unleashed is a practical reference focusing on the C# language and the .NET platform as a whole. While covering the language in lots of detail, it also provides enough coverage of various popular .NET technologies and techniques (such as debugging) for the reader to be successful on the .NET platform. The

in-depth coverage of the language features is crucial to the success of a developer. Knowing exactly where and why to use certain language features can boost efficiency significantly. This book differs from other works by going into enough depth on how things work, while not being a clone of the formal language specification. Concise anecdotes with concrete samples illustrate how certain language features behave, and also point out possible caveats in using them. On the side of platform coverage, the author provides a gentle introduction to the wide landscape of the .NET platform, following a logical structure that reflects the high-level architecture of an application: presentation, logic, data, connectivity, etc. In the .NET part of the book there's coverage of relevant new technologies such as cloud computing, modeling, and parallel programming - things that will gain much more attention moving forward. Provides valuable insight into the C# language and the .NET Framework - not just "what" but also the "how" and "why" of the language and framework features Covers using C# with new major technologies, such as cloud computing, SharePoint, and ASP.NET MVC Author is Microsoft insider Will be day and date with the release of C# 4.0

Programming Windows

This practical book includes a tutorial of the entire set of Windows and .NET APIs required to write concurrent programs. Because so much of the threading and synchronization features of the platform are Windows-general, the author, Joe Duffy,

focuses first on the general behavior and then on the API details of native and managed code. Interspersed among the tutorial are many difficult-to-discover, useful insights, and internal details about how things work.

Microsoft Visual C# 2010 Step by Step

A software architect's digest of core practices, pragmatically applied Designing effective architecture is your best strategy for managing project complexity–and improving your results. But the principles and practices of software architecting–what the authors call the "science of hard decisions"–have been evolving for cloud, mobile, and other shifts. Now fully revised and updated, this book shares the knowledge and real-world perspectives that enable you to design for success–and deliver more successful solutions. In this fully updated Second Edition, you will: Learn how only a deep understanding of domain can lead to appropriate architecture Examine domain-driven design in both theory and implementation Shift your approach to code first, model later–including multilayer architecture Capture the benefits of prioritizing software maintainability See how readability, testability, and extensibility lead to code quality Take a user experience (UX) first approach, rather than designing for data Review patterns for organizing business logic Use event sourcing and CQRS together to model complex business domains more effectively Delve inside the persistence layer, including patterns and implementation.

Adaptive Code via C#

The Student's Essential Guide to .NET provides a clear and simple overview of Microsoft's .NET technologies. It is aimed at second and third year undergraduate students and postgraduate students on Computing or Computer Science courses who are required to look at a modern operating system, (Microsoft Windows 9x, Nt 2000 or XP) and to design and code simple or even not so simple examples. The approach is based upon the student's learning the technology of .NET through examples using the supported languages C#, VB and C++. The examples are based on fun, familiar games, and students are encouraged to review reference material to refine their skills on key aspects of the architecture. Review questions and worked examples enhance the learning process and the material is supported by the author's website, which contains extensive ancillary material. * Student-focused treatment with many examples and exercises, together with solutions * Integrates the use of .NET with the supported languages C#, VB and C++ * Authors supporting website contains solutions, source code and other extras

C# in Depth, 3rd Edition

C# is a general purpose, object-oriented, component-based programming language. As a general purpose language, there are a number of ways to apply C# to accomplish many different tasks. You can build web applications with ASP.NET, desktop applications with Windows Presentation Foundation, or build mobile

applications for Windows Phone. Other applications include code that runs in the cloud via Windows Azure, and iOS, Android, and Windows Phone support with the Xamarin platform. With C# by Joe Mayo, you will quickly learn the syntax you need to build your own C# applications. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

CLR Via C#

With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source

code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Windows Runtime Via C#

Provides information on creating Windows Store applications using C#.

Programming in the .NET Environment

A guide to the workings of the common language runtime, Microsoft .NET, and C#.

C# 8.0 in a Nutshell

Advanced .NET IL Assembler is a comprehensive drill-down into the inner workings of the .NET Framework.

Acknowledged runtime expert and Microsoft insider Serge Lidin steps through the internal structures and operations that take place when .NET code is executed, showing how the syntax and grammar of the coding language is broken down into low-level units that can be expressed through the ILAsm language that runs behind the scenes in .NET. By reading this book you will develop the skills you need to write tighter, faster, .NET code; to debug complex error handling situations; and to oversee multi-language and multi-platform projects with confidence.

Expert .NET 2.0 IL Assembler

If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it’s been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with

concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

Professional C# 7 and .NET Core 2.0

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

Student's Essential Guide to .NET

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

Concurrent Programming on Windows

Visual Basic has long been the language of choice when designing Windows-based applications and the Web. Touted as both the most popular and productive computing language, Visual Basic has amassed quite a following of devoted programmers, and is a sought after programming skill. With the introduction of .NET Enterprise, Microsoft launch VB.NET, offering a streamlined, simplified version of Visual Basic language. With increased power, scalability, functionality and reliability, VB.NET is positioned to be the most productive tool in a programmer's toolbox. VB.NET Developer's Guide is written for previous Visual Basic Programmers looking to harness the power of the new features and functionality incorporated in Visual Basic.NET. Timely coverage of newly released product which Visual Basic users will be eager to learn VB.NET Developer's Guide is one of the first comprehensive reference for programmers and developers anxious to learn about the new technology

C# 6.0 in a Nutshell

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.

Agile Principles, Patterns, and Practices in C#

.NET 2.0 IL (Intermediate Language) is the foundation language at the root of all the .NET languages. It is this code which is compiled and executed by the .NET 2.0 Framework. As a result of this absolutely anything that can be expressed in IL can be carried out by the .NET 2.0 Framework. This book gives readers inside information on the language’s architecture straight from the most reliable possible source – Serge Lidin, the language’s designer.

Async in C# 5.0

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

Concurrency in C# Cookbook

Provides information about Microsoft .NET and programming in the .NET Framework, covering topics including the evolution of the Common Language Runtime, application domains, security, and interoperability.

Microsoft .NET - Architecting Applications for the Enterprise

This book is your hands-on reference guide to developing applications with the common language runtime (CLR) and Microsoft .NET Framework 2.0, with examples in C++. Programmers who are fluent in a development language and familiar with the basics of the Microsoft .NET Framework can do more with their code. By mastering the common language runtime (CLR), programmers reap the benefits of more efficiency and reusability, better resource management, better administration and deployment, and more robust security. This book, thoroughly revised for .NET Framework 2.0 and Microsoft Visual Studio 2005, delivers focused, pragmatic guidance on how to exploit the CLR to build, package, and deploy any kind of application or component. Targeted to advanced developers and software designers, this book takes you under the covers of .NET for an in-depth understanding of its structure, functions, and operational components, demonstrating the most practical ways to apply this knowledge to your own development efforts. You'll master fundamental design tenets and get expert insights for creating high-

performance applications more easily and efficiently. The book features extensive code samples in the C++ programming language. The Microsoft .NET Framework provides a dependable foundation for constructing smart client, Web, and mobile device-based applications that integrate by design and deploy efficiently across the enterprise. The key components of the .NET Framework are the CLR and the .NET Framework class library, which includes Microsoft ADO.NET, Microsoft ASP.NET, and Microsoft Windows Forms. The .NET Framework provides a managed execution environment, simplified development and deployment, andintegration with a wide variety of programming languages. In version 2.0, the .NET Framework further extends the capabilities of developers by introducing significant enhancements across each of its functional areas. New classes give developers more efficient access to frequently used components, such as printers, the file system, and the registry. It also provides significant improvements to reliability and scalability.

Mastering Visual Studio .NET

C♯ is a simple, modern, object-oriented, and type-safe programming language that combines the high productivity of rapid application development languages with the raw power of C and C++. This book provides the complete specification of the language, along with descriptions, reference materials, and code samples from the C♯ design team.

CLR via C#

When you have questions about C# 6.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. C# has become a language of unusual flexibility and breadth since its premiere in 2000, but this continual growth means there's still much more to learn. Organized around concepts and use cases, this thoroughly updated sixth 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 with all aspects of the C# language, from the basics of syntax and variables, to advanced topics such as pointers and operator overloading Dig deep into LINQ via three chapters dedicated to the topic Learn about dynamic, asynchronous, and parallel programming Work with .NET features, including XML, networking, serialization, reflection, security, application domains, and code contracts Explore the new C# 6.0 compiler-as-a-service, Roslyn

VB.Net Web Developer's Guide

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core

programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the

standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

Clr Via C++ / Cli

Design scalable and high-performance enterprise applications using the latest features of C# 8 and .NET Core 3 Key Features Become a software architect capable of creating modular apps for specific business needs Design high-performance software systems using the latest features of C# 8 and .NET Core 3 Solve scalability problems in web apps using enterprise architectural patterns Book Description Software architecture is the practice of implementing structures and systems that streamline the software development process and improve the quality of an app. With this software architecture book, you'll follow a hands-on approach to learning various architectural methods that will help you develop and deliver high-quality products. You'll begin

by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non-functional requirements. Next, you'll explore how to carefully choose a cloud solution for your infrastructure, along with covering dos and don'ts that will help you manage your app in a cloud-based environment. Later chapters will cover techniques and processes such as DevOps, microservices, and continuous integration, along with providing insights into implementing them using Microsoft technologies such as ASP.NET Core, the Entity Framework, Cosmos DB, and Azure DevOps. You will also learn about testing frameworks and automation tools that will help you through the development process. Finally, you'll discover design patterns and various software approaches that will allow you to solve common problems faced during development. By the end of this book, you'll be able to develop and deliver highly scalable enterprise-ready apps that meet customers' business needs. What you will learn Overcome real-world architectural challenges and solve design consideration issues Apply architectural approaches like Layered Architecture, service-oriented architecture (SOA), and microservices Learn to use tools like containers, Docker, and Kubernetes to manage microservices Get up to speed with Azure Cosmos DB for delivering multi-continental solutions Learn how to program and maintain Azure Functions using C# Understand when to use test-driven development (TDD) as an approach for software development Write automated functional test cases for your projects Who this book is for This book is for engineers and senior developers aspiring to become architects or looking to build enterprise

applications with the .NET Stack. Experience with C# and .NET is required to understand this book.

The C# Programming Yellow Book

Dig deep and master the intricacies of the common language runtime, C#, and .NET development. Led by programming expert Jeffrey Richter, a longtime consultant to the Microsoft .NET team - you'll gain pragmatic insights for building robust, reliable, and responsive apps and components. Fully updated for .NET Framework 4.5 and Visual Studio 2012 Delivers a thorough grounding in the .NET Framework architecture, runtime environment, and other key topics, including asynchronous programming and the new Windows Runtime Provides extensive code samples in Visual C# 2012 Features authoritative, pragmatic guidance on difficult development concepts such as generics and threading

Beginning C++ Programming

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply

tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Microsoft Visual C++/CLI Step by Step

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter's classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows–based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with the I/O completion port Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services