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Nota di contenuto	Contents at a Glance; Contents; About the Authors; About the Technical Reviewer; Acknowledgments; Introduction; Part I: Introducing C# and the .NET Platform ; Chapter 1: The Philosophy of .NET; An Initial Look at the .NET Platform; Some Key Benefits of the .NET Platform; Introducing the Building Blocks of the .NET Platform (the CLR, CTS, and CLS); The Role of the Base Class Libraries; What C# Brings to the Table; Managed vs. Unmanaged Code; Additional .NET-Aware Programming Languages; Life in a Multilanguage World; An Overview of .NET Assemblies The Role of the Common Intermediate Language Benefits of CIL; Compiling CIL to Platform-Specific Instructions; The Role of .NET Type Metadata; The Role of the Assembly Manifest; Understanding the Common Type System; CTS Class Types; CTS Interface Types; CTS Structure Types; CTS Enumeration Types; CTS Delegate Types; CTS Type Members; Intrinsic CTS Data Types; Understanding the Common Language Specification; Ensuring CLS Compliance; Understanding the Common Language Runtime; The Assembly/Namespace/Type Distinction; The Role of the Microsoft Root Namespace

Accessing a Namespace Programmatically Referencing External Assemblies; Exploring an Assembly Using ildasm.exe; Viewing CIL Code; Viewing Type Metadata; Viewing Assembly Metadata (aka the Manifest); The Platform-Independent Nature of .NET; The Mono Project; Microsoft .NET Core; Summary; Chapter 2: Building C# Applications; Building C# Applications on the Windows OS; The Visual Studio Express Family of IDEs; A Brief Overview of Express for Windows Desktop; The New Project Dialog Box and C# Code Editor; Running and Debugging your Project; The Solution Explorer; The Object Browser Referencing Additional Assemblies; Viewing Project Properties; A Brief Overview of Express for Web; The Visual Studio Community Edition IDE; The Visual Class Designer; The Visual Studio 2015 Professional IDE; The .NET Framework Documentation System; Building .NET Applications Beyond the Windows OS; The Role of Xamarin Studio ; Summary; Part II: Core C# Programming ; Chapter 3: Core C# Programming Constructs, Part I; The Anatomy of a Simple C# Program; Variations on the Main() Method; Specifying an Application Error Code; Processing Command-Line Arguments; Specifying Command-Line Arguments with Visual Studio An Interesting Aside: Some Additional Members of the System.Environment Class; The System.Console Class; Basic Input and Output with the Console Class; Formatting Console Output; Formatting Numerical Data; Formatting Numerical Data Beyond Console Applications; System Data Types and Corresponding C# Keywords; Variable Declaration and Initialization; Intrinsic Data Types and the new Operator; The Data Type Class Hierarchy; Members of Numerical Data Types; Members of System.Boolean; Members of System.Char; Parsing Values from String Data

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#### Sommario/riassunto

This new 7th edition of Pro C# 6.0 and the .NET 4.6 Platform has been completely revised and rewritten to reflect the latest changes to the C# language specification and new advances in the .NET Framework. You'll find new chapters covering all the important new features that make .NET 4.6 the most comprehensive release yet, including: A Refined ADO.NET Entity Framework Programming Model Numerous IDE and MVVM Enhancements for WPF Desktop Development Numerous updates to the ASP.NET Web APIs This comes on top of award winning coverage of core C# features, both old and new, that have made the previous editions of this book so popular. Readers will gain a solid foundation of object-oriented development techniques, attributes and reflection, generics and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). The mission of this book is to provide you with a comprehensive foundation in the C# programming language and the core aspects of the .NET platform plus overviews of technologies built on top of C# and .NET (ADO.NET and Entity Framework, Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), ASP.NET (WebForms, MVC, WebAPI).). Once you digest the information presented in these chapters, you'll be in a perfect position to apply this knowledge to your specific programming assignments, and you'll be well equipped to explore the .NET universe on your own terms.

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