

1. Record Nr.	UNINA9910451695003321
Autore	Jagger Jon <1966->
Titolo	Annotated C# standard [[electronic resource] /] / Jon Jagger, Nigel Perry, Peter Sestoft
Pubbl/distr/stampa	Amsterdam ; ; Boston, : Elsevier/Morgan Kaufmann Publishers, c2007
ISBN	1-281-76379-9 9786611763794 0-08-055053-3
Descrizione fisica	1 online resource (858 p.)
Altri autori (Persone)	PerryNigel SestoftPeter
Disciplina	005.13/3
Soggetti	C (Computer program language) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 804) and index.
Nota di contenuto	Front Cover; C# Annotated Standard; Copyright Page; Dedications; Contents; Foreword to the Annotated Standard; Preface to the Annotated Standard; Acknowledgments; About The Authors; Errata To The International Standard; The C# International Standard and Foreword; Introduction; CLI not required; Chapter 1: Scope; Chapter 2: Conformance; Interpreters; Chapter 3: Normative references; Chapter 4: Definitions; Application vs. program; Assembly vs. class files; Accessing class libraries; Programs, assemblies, applications and class libraries; Chapter 5: Notational conventions Chapter 6: Acronyms and abbreviationsASCII Rules!; The C# name; Chapter 7: General description; Where to look for requirements on unsafe constructs; Chapter 8: Language overview; Annotation free zone; 8.1 Getting started; 8.2 Types; 8.2.1 Predefined types; 8.2.2 Conversions; 8.2.3 Array types; 8.2.4 Type system unification; 8.3 Variables and parameters; 8.4 Automatic memory management; 8.5 Expressions; 8.6 Statements; 8.7 Classes; 8.7.1 Constants; 8.7.2 Fields; 8.7.3 Methods; 8.7.4 Properties; 8.7.5 Events; 8.7.6 Operators; 8.7.7 Indexers; 8.7.8 Instance constructors; 8.7.9 Finalizers 8.7.10 Static constructors8.7.11 Inheritance; 8.7.12 Static classes;

8.7.13 Partial type declarations; 8.8 Structs; 8.9 Interfaces; 8.10 Delegates; 8.11 Enums; 8.12 Namespaces and assemblies; 8.13 Versioning; 8.14 Extern aliases; 8.15 Attributes; 8.16 Generics; 8.16.1 Why generics?; 8.16.2 Creating and consuming generics; 8.16.3 Multiple type parameters; 8.16.4 Constraints; 8.16.5 Generic methods; 8.17 Anonymous methods; 8.18 Iterators; 8.19 Nullable types; Chapter 9: Lexical structure; 9.1 Programs; Much ado about nothing; 9.2 Grammars; 9.2.1 Lexical grammar; 9.2.2 Syntactic grammar 9.2.3 Grammar ambiguities Rationale: the "following token" set; Similar cast expression ambiguity; F(G>7); 9.3 Lexical analysis; 9.3.1 Line terminators; 9.3.2 Comments; 9.3.3 White space; 9.4 Tokens; 9.4.1 Unicode escape sequences; No escapes in verbatim strings; No escapes in comments; 9.4.2 Identifiers; Identifier normalization; The humble underscore; Keyword escape mechanism; Code generation; 9.4.3 Keywords; Language evolution; 9.4.4 Literals; 9.4.4.1 Boolean literals; Boolean arguments considered harmful?; 9.4.4.2 Integer literals; Historical note; Boundary differences 9.4.4.3 Real literals What is 1.D?; Money or deciMal?; 9.4.4.4 Character literals; No octal character escapes; 9.4.4.5 String literals; Platform independent newlines; Historical note; Happy birthday, Joel; Overspecification...; Hexadecimal escape character pitfalls; 9.4.4.6 The null literal; 9.4.5 Operators and punctuators; >>== tokenization oddity; Tokenization anecdote; 9.5 Pre-processing directives; To pre-process, or not pre-process?; Why no delimited comments in #directives?; Why no macros?; 9.5.1 Conditional compilation symbols; Conditional symbol oddity No program-wide pre-processing symbols

Sommario/riassunto

Standards, while being definitive, do not usually serve as the best reference to the use of a programming language. Books on languages usually are able to explain usage better, but lack the definitive precision of a standard. This book combines the two; it is the standard with added explanatory material.* Written by members of the standards committee* Annotates the standard with practical implementation advice* The definitive reference to the C# International Standard
