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Autore	Sempf Bill
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Nota di contenuto	C# 5.0 All-in-One For Dummies; About the Authors; Contents at a Glance; Table of Contents; Introduction; What's New in C# 5.0; About This Book; What You Need in Order to Use This Book; Conventions Used in This Book; How to Use This Book; How This Book Is Organized; Icons Used in This Book; About This Book's Website; Where to Go from Here; Book I: The Basics of C# Programming; Chapter 1: Creating Your First C# Console Application; Getting a Handle on Computer Languages, C#, and .NET; Creating Your First Console Application; Making Your Console App Do Something Reviewing Your Console ApplicationIntroducing the Toolbox Trick; Chapter 2: Living with Variability - Declaring Value-Type Variables; Declaring a Variable; What's an int?; Representing Fractions; Handling Floating-Point Variables; Using the Decimal Type: Is It an Integer or a Float?; Examining the bool Type: Is It Logical?; Checking Out Character Types; What's a Value Type?; Comparing string and char; Calculating Leap Years: DateTime; Declaring Numeric Constants; Changing Types: The Cast; Letting the C# Compiler Infer Data Types; Chapter 3: Pulling Strings The Union Is Indivisible, and So Are StringsPerforming Common

Operations on a String; Comparing Strings; What If I Want to Switch Case?; Looping through a String; Searching Strings; Getting Input from the Command Line; Controlling Output Manually; Formatting Your Strings Precisely; `StringBuilder`: Manipulating Strings More Efficiently; Chapter 4: Smooth Operators; Performing Arithmetic; Performing Logical Comparisons - Is That Logical?; Matching Expression Types at TrackDownAMate.com; Chapter 5: Getting into the Program Flow; Branching Out with `if` and `switch`; Here We Go Loop-the-Loop Looping a Specified Number of Times with `for` Nesting Loops; Don't `goto` Pieces; Chapter 6: Lining Up Your Ducks with Collections; The C# Array; A Loop Made for each Array; Sorting Arrays of Data; Using `var` for Arrays; Loosening Up with C# Collections; Understanding Collection Syntax; Using Lists; Using Dictionaries; Array and Collection Initializers; Using Sets; On Not Using Old-Fashioned Collections; Chapter 7: Stepping through Collections; Iterating through a Directory of Files; Iterating `foreach` Collections: Iterators; Accessing Collections the Array Way: Indexers Looping Around the Iterator Block Chapter 8: Buying Generic; Writing a New Prescription: Generics; Classy Generics: Writing Your Own; Revising Generics; Chapter 9: Some Exceptional Exceptions; Using an Exceptional Error-Reporting Mechanism; Throwing Exceptions Yourself; Knowing What Exceptions Are For; Can I Get an Exceptional Example?; Assigning Multiple `catch` Blocks; Planning Your Exception-Handling Strategy; Grabbing Your Last Chance to Catch an Exception; Book II: Object-Oriented C# Programming; Contents at a Glance; Chapter 1: Object-Oriented Programming - What's It All About? Object-Oriented Concept #1: Abstraction

Sommario/riassunto

800+ pages of top-notch coverage; perfect for learning the fundamentals of C#! C# is a complex programming language for building .NET-connected software for Microsoft Windows, cloud computing, the Web, and a wide range of devices. Today's developers use it to develop Azure and Windows Phone apps, and Android applications using Mono. Novice programmers can get up and running quickly on C# using this practical guide. Crammed with 800+ pages of information, this all-in-one book helps you quickly create a C# program while learning C# and object-oriented programming fundamentals, Windows
