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Nota di contenuto	1. Hello World 2. Compile and Run 3. Variables 4. Operators 5. Strings 6. Arrays 7. Conditionals 8. Loops 9. Methods 10. Class 11. Inheritance 12. Redefining Members 13. Access Levels 14. Static 15. Properties 16. Indexers 17. Interfaces 18. Abstract 19. Namespaces 20. Enum 21. Exception Handling 22. Operator Overloading 23. Custom Conversions 24. 25. RecordStruct 26. Preprocessors 27. Delegates 28. Events 2 9. Generics 30. Constants 3 1. Asynchronous Methods
Sommario/riassunto	Discover what's new in C# and .NET for Windows programming. This book is a condensed code and syntax reference to the C# programming language, updated with the latest features of version 10 for .NET 6. You'll review the essential C# 10 and earlier syntax, not previously covered, in a well-organized format that can be used as a handy reference. Specifically, unions, generic attributes, CallerArgumentExpression, params span, Records, Init only setters, Top-level statements, Pattern matching enhancements, Native sized integers, Function pointers and more. You'll find a concise reference to the C# language syntax: short, simple, and focused code examples; a well laid out table of contents; and a comprehensive index allowing easy review. You won't find any technical jargon, bloated samples, drawn-out history lessons, or witty stories. What you will find is a

language reference that is to the point and highly accessible. The book is a must-have for any C# programmer. You will: Employ nullable reference types Work with ranges and indices Apply recursive patterns to your applications Use switch expressions.
