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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

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