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Autore	Venuti, Ridolfino <1705-1763>
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Altri autori (Persone)	Borioni, Antonio <sec. XVIII>
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2. Record Nr.	UNINA9910300467703321
Autore	Rahman Mohammad
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Chapter 1: Introduction to Programming Language; Overview of the CPU; Instruction Set Architecture of a CPU; Memory: Where the CPU Stores Temporary Information; Concept of the OS; Concept of the Process; Concept of the Thread; What Is Virtualization?; Programming Language; Compilation and Interpretation; Birth of C# Language and JIT Compilation; // Microsoft (R) .NET Framework IL Disassembler Version 4.0.30319.1; The CLR; Road Map to the CLR; Tools Used in This Book; Son of Strike Debugging Extension DLL ConclusionFurther Reading; Chapter 2: The Virtual Machine and CLR; Virtual Machine; Problems with the Existing System; Optimization During Execution; Virtual Execution Environment; Components of the Virtual Execution Environment; CLR: Virtual Machine for .NET; CLR Supports Multiple Languages; Common Components of the CLR; Conclusion; Further Reading; Chapter 3: Assembly; What Is the Assembly?; Overview of Modules, Assemblies, and Files; Introduction to PE Files; Structure of the Assembly; Analysis of the Assembly; Section Header; .text Section; #~ stream; ModuleDef; TypeDef; MethodDef Reference TablesAssemblyRef; ModuleRef; TypeRef; MemberRef;

Assembly Loading; Inside the Bind, Map, Load Process; Binding to an Assembly; Consulting the Cache; Conclusion; Further Reading; Chapter 4: CLR Memory Model; Introduction; Memory Interaction between the CLR and OS; Windows Memory Management; Concept of the Process; Process Structure; Process Address Space; Concept of the Thread; Thread Address Space; Thread and Frames; Concept of the Virtual Memory; 32-bit and 64-bit Process Addressing; Virtual-to-Physical Address Mapping; Learn the Contents of a Particular Physical Memory Address

Find a Virtual Address and Its ContentsMemory-Mapped File; Conclusion; Further Reading; Chapter 5: CLR Memory Model II; CLR Memory Model: Application Domain; Finding an object in the Application Domain; Address Space of the Application Domain; Stack in the CLR; Address Space of the Stack; Heap; Heap and Address Space; objects; Garbage Collection; Generation 0; Generation 1; Generation 2; Conclusion; Further Reading; Chapter 6: CLR Execution Model; Overview of the CLR; The C# Program and the CLR; CLR Bootstrapping; CLR Address Space; Class Loader in the CLR; Locating the Main Entry Point

Stub Code for the ClassesVerification; Conclusion; Further Reading; Chapter 7: CLR Execution Model II; JIT Compilation; Method Stub of a Type; JIT-Compiled Status: NONE; JIT-Compiled Status: JIT; JIT-Compiled Status: PreJIT; How Many Times a Method Is JIT Compiled; Execution State of the CLR; Conclusion; Further Reading; Index

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## Sommario/riassunto

C# Deconstructed answers a seemingly simply question: Just what is going on, exactly, when you run C# code on the .NET Framework? To answer this question we will dig ever deeper into the structure of the C# language and the onion-skin abstraction layers of the .NET Framework that underpins it. We'll follow the execution thread downwards, first to MSIL (Microsoft Intermediate Language) then down through just-in-time compilation into Machine Code before finally seeing the results executed at the hardware level. The aim of this deep-dive is to provide you with a much more rounded knowledge of the environment within which you code exists. As a managed language, it's best-practice to let the Framework deal with device interaction but you'll find the experience of taking the cover off once in a while a very rewarding one that will greatly enrich your appreciation of the C# language and the way in which it functions.

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