

Essential C# 5.0 (4th Edition) (Microsoft Windows Development Series)

By Mark Michaelis, Eric Lippert

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Essential C# 5.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of C# experience. Fully updated to reflect new features and programming patterns introduced with C# 5.0 and .NET 4.5, this guide shows you how to write C# code that is simple, powerful, robust, secure, and maintainable. Microsoft MVP Mark Michaelis and C# principal developer Eric Lippert provide comprehensive coverage of the entire language, offering a complete foundation for effective software development.

The authors illustrate key constructs with succinct, downloadable code examples. Graphical mind maps at the beginning of each chapter outline the material that is covered and how individual topics interrelate. This edition also includes C# Coding Guidelines that call attention to today's best practices for writing C# code. Separate indexes of C# versions 3.0, 4.0, and 5.0 make it easy to find answers specific to whatever version of C# you are using.

Throughout, topics intended for beginners and advanced readers are clearly marked. If you're new to C#, this guide will help you start writing significant code quickly. If you're an experienced C# developer, you'll gain insight into today's most complex programming challenges and techniques as you master key C# 5.0 innovations such as async/await pattern. No matter how advanced your skills become, you'll come to rely on this indispensable reference.

Coverage includes

- Mastering C# data types, operators, control flow, methods, and parameters
- Making the most of C# object-oriented constructs, including classes, inheritance, interfaces, and more
- Building reliable, effective exception handling into your code
- Using generics, delegates, Lambda expressions, and events to reduce code complexity
- Learning dynamic programming with reflection and attributes
- Querying virtually any type of data using LINQ with Query Expressions
- Creating custom collections that operate against business objects

- Understanding the Common Language Infrastructure and C# in the context of the .NET 4.5 development platform
- Taking advantage of declarative programming, embedded metadata, reflection, and attributes
- Thoroughly mastering multithreading and synchronization, including the new async/await paradigm
- Discussion of WinRT and programming in C# for Windows 8
- Using P/Invoke, pointers, and direct memory manipulation to interoperate with code in other languages
- Understanding how C# programs relate to the underlying runtime

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Essential C# 5.0 (4th Edition) (Microsoft Windows Development Series) By Mark Michaelis, Eric Lippert Bibliography

- Sales Rank: #1106454 in Books
- Published on: 2012-12-07
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 2.30" w x 6.90" l, 3.42 pounds
- Binding: Paperback
- 1032 pages

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Editorial Review

About the Author

Mark Michaelis is the founder of IntelliTect (IntelliTect.com) and serves as the Chief Technical Architect and Trainer. Since 1996, he has been a Microsoft MVP for C#, Visual Studio Team System, and the Windows SDK and in 2007, he was recognized as a Microsoft Regional Director. He also serves on several Microsoft software design review teams, including C#, the Connected Systems, Office/SharePoint, and Visual Studio. Mark speaks at developer conferences and has written numerous articles and other books. Mark holds a Bachelor of Arts in Philosophy from the University of Illinois and a Masters in Computer Science from the Illinois Institute of Technology. When not bonding with his computer, Mark is busy with his family or training for another Ironman (having completed his first in 2008). Mark lives in Spokane, Washington, with his wife Elisabeth and three children, Benjamin, Hanna and Abigail.

Eric Lippert is a principal software design engineer at Microsoft. He has been working full time in the developer division since 1996, where he assisted with the design and implementation of VBScript, JScript, JScript .NET, Windows Script Host, Visual Studio Tools for Office and C#. Though he maintains a technical blog about the design, implementation and use of programming languages, he has occasionally delved into other interests such as ancient Greek politics, music theory, and relationship advice. When he is not designing and implementing programming languages he can be found writing and editing technical books, sailing small craft, playing the piano, attending live theater, and collecting books about the life and works of J.R.R. Tolkien. He lives in Seattle with his wife Leah and cat, Minerva.

Worth noting, Eric has one of the most popular developer blogs in the Microsoft programming community.

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