Essential C# 6.0 (5th Edition) (Addison-Wesley Microsoft Technology)

By Mark Michaelis, Eric Lippert

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" Welcome to one of the greatest collaborations you could dream of in the world of C# books—and probably far beyond!"
—From the Foreword by Mads Torgersen, C# Program Manager, Microsoft

Essential C# 6.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of experience. Fully updated to reflect new C# 6.0 and .NET 4.6 features and patterns, it will help you write C# code that's simple, powerful, robust, secure, and maintainable.

This book's authors are world-class C# experts: long-time Microsoft MVP and Regional Director Mark Michaelis and Eric Lippert, formerly principal developer on Microsoft's C# compiler team. Together, they cover the entire language, illustrating key constructs with succinct examples and offering a complete foundation for successful C# development.

 Essential C# 6.0 **makes it easy to program with any version of C#, whether you're creating new code or maintaining existing systems. Separate indexes for C# versions 4, 5, and 6 help you quickly find version-specific answers with accompanying visual indicators that help you identify which language innovations will work when. This edition also includes a set of best-practice C# Coding Guidelines updated to leverage C# 6.0 constructs.**

Coverage includes

- Mastering C# data types, operators, control flow, methods, and parameters
- Using C# object-oriented constructs, including classes, inheritance, interfaces, and more—all with the significantly simplified syntax of C# 6.0
- Working with well-formed value and reference types
- Implementing reliable, effective exception handling
- Reducing code complexity with generics, delegates, lambda expressions, and events (including a simplified C# 6.0 syntax for triggering events)
- Learning dynamic programming with reflection and attributes
- Querying diverse data collections using LINQ with query expressions

- Creating custom collections that operate against business objects
- Using collection interfaces and standard query operators to access .NET collections
- Understanding the Common Language Infrastructure and C# in the context of .NET 4.6
- Taking advantage of declarative programming, embedded metadata, reflection, and attributes
- Mastering multithreading and synchronization, including the new async/await paradigm
- Using P/Invoke, pointers, and direct memory manipulation to interoperate with other languages
- Understanding how C# programs relate to the underlying runtime

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Editorial Review

About the Author

Mark Michaelis is founder of IntelliTect, where he serves as its Chief Technical Architect and trainer. For nearly two decades he has been a Microsoft MVP, and he is also a Microsoft Regional Director. Michaelis serves on several Microsoft software design review teams, including C#, Azure, SharePoint, and Visual Studio ALM. He speaks at developer conferences and has written numerous books.

Eric Lippert is developer on the C# analysis team at Coverity/Synopsys, was previously principal developer on Microsoft's C# compiler team and a member of its C# language design team. During his 16 years at Microsoft, he also helped design and implement VBScript, JScript, Windows Script Host, and Visual Studio Tools for Office, and served on ECMA's JavaScript standardization committee.

Users Review

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Kelly Thompson:

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