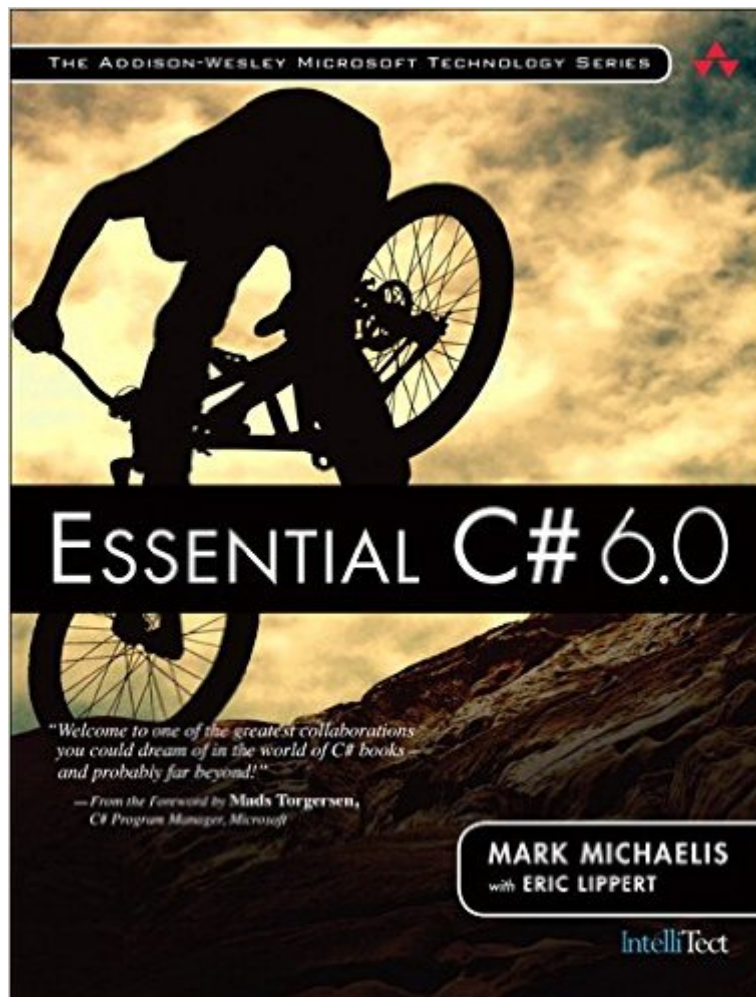


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# Essential C# 6.0 (5th Edition) (Addison-Wesley Microsoft Technology)



## Synopsis

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

For Qualified Instructors

An instructor's guide, exercises, and a slide deck are available to support your courses.

## Book Information

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## Customer Reviews

I have to start out by saying I'm a big fan of Mark Michaelis and have had the pleasure of hearing him speak and a .NET User Group meeting. At that time his book was called Essential C# 3.0 for .NET framework 3.5. I'm a consultant and this is crucial material to help prepare me for technical interviews and just overall day-day coding examples. Examples are clean and concise. This is my "go to" book for learning .NET Framework features. I have to say I'm lagging a bit on all the new changes so I was excited to find out that this book just released an update for C# version 6. There have been many improvements in the language since the 3.0 book and this book has outlined those changes in a rather unique way. There is a main index listing all keywords and then a "topics" index organized by language version number. We also get the added benefit version tags, highlighting the version number within the text of the book. The versions are interlaced sequentially in a chapter rather than segmented out. That is you start out by reading about anonymous methods (C# 2.0) and segue in lambdas (C# 3.0) by the end of the chapter you are reading about a (C# 5.0) improvement called capturing loop variables. In this way, you see the evolution of the language. Really cool. The C#/.NET version tags are very helpful. I typically skip the introduction because I already know all that basic stuff but saw a 6.0 version tag with a little gem called "string interpolation" on page 20 - It's a shorthand way of coding string.Format. I would have missed the new feature had it not been for the tag. The C# version number is clearly highlighted so you know at all times what version you are reading about.

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