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TOP 5 Books Every C# Developer Should READ *CLR via C#* **CLR via C# (Jeffrey Richter) Book Review** ~~C# Development Tutorial | Voice Recognition C# Tutorial - Full Course for Beginners~~ C# source books **High performance IO with System.IO.Pipelines** **C# Creating and Adding references to Assemblies | C# Tutorial**

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CLR via C# is an excellent book for every developer who wants to learn C#. The book is not aimed to absolute beginners (knowledge of OOP is must) but if you know some object oriented language (C++/Java) and wants to learn C#, there isn't any better material.

CLR via C# (Developer Reference): Richter, Jeffrey ...

Dig deep and master the intricacies of the

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Clr Via C Developer Reference Jeffrey Richter popular titles, including Windows via C/C++ and Advanced Windows. The definitive guide to mastering CLR and .NET development—from the bottom up Dig deep and master the intricacies of the common language runtime, C#, and .NET development. Led by programming expert Jeffrey Richter, a longtime consultant to the Microsoft ®.NET team,

CLR via C#, Fourth Edition prePress

The best book I have read since another Richter's gem - Windows via C/C++ (Pro - Developer). Richter's ability to explain even the hardest things is absolutely unique. It doesn't matter if it's about threading, or CLR internal stuff. After reading his books everything is like piece of cake.

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via C# is an excellent book for every
developer who wants to learn C#. The book is
not aimed to absolute beginners (knowledge of
OOP is must) but if you know some object
oriented language (C++/Java) and wants to
learn C#, there isn't any better material.
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Presents an updated guide to the workings and
latest feature of the common language
runtime, Microsoft .NET, and C#.

A guide to the workings of the common
language runtime, Microsoft .NET, and C#.

Delve inside the Windows Runtime - and learn
best ways to design and build Windows Store
apps. Guided by Jeffrey Richter, a recognized
expert in Windows and .NET programming, along
with principal Windows consultant Maarten van
de Bospoort, you'll master essential
concepts. And you'll gain practical insights
and tips for how to architect, design,
optimize, and debug your apps. With this
book, you will: Learn how to consume Windows
Runtime APIs from C# Understand the

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principles of architecting Windows Store apps See how to build, deploy, and secure app packages Understand how apps are activated and the process model controlling their execution Study the rich features available when working with files and folders Explore how to transfer, compress, and encrypt data via streams Design apps that give the illusion of running using live tiles, background transfers, and background tasks Share data between apps using the clipboard and the Share charm Get advice for monetizing your apps through the Windows Store About This Book Requires working knowledge of Microsoft .NET Framework, C#, and the Visual Studio IDE Targeted to programmers building Windows Store apps Some chapters also useful to those building desktop apps Technologies Covered Windows 8.1 Microsoft Visual Studio 2013

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter's classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows-based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform

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asynchronous and synchronous device I/O operations with the I/O completion port
Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps
Manipulate the default committed physical storage of thread stacks
Build DLLs for delay-loading, API hooking, and process injection
Using structured exception handling, Windows Error Recovery, and Application Restart services

This is the eBook version of the print title, *Framework Design Guidelines, Second Edition*. Access to all the samples, applications, and content on the DVD is available through the product catalog page

www.informit.com/title/9780321545619 Navigate to the "Downloads" tab and click on the "DVD Contents" links - see instructions in back pages of your eBook. *Framework Design Guidelines, Second Edition*, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons

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for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting—and guidelines for ensuring—extensibility How (and how not) to design exceptions Guidelines for—and examples of—common framework design patterns

Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

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Summary Metaprogramming in .NET is designed to help readers understand the basic concepts, advantages, and potential pitfalls of metaprogramming. It introduces core concepts in clear, easy-to-follow language and then it takes you on a deep dive into the tools and techniques you'll use to implement them in your .NET code. You'll explore plenty of real-world examples that reinforce key concepts. When you finish, you'll be able to build high-performance, metaprogramming-enabled software with confidence.

About the Technology When you write programs that create or modify other programs, you are metaprogramming. In .NET, you can use reflection as well as newer concepts like code generation and scriptable software. The emerging Roslyn project exposes the .NET compiler as an interactive API, allowing compile-time code analysis and just-in-time refactoring.

About this Book Metaprogramming in .NET is a practical introduction to the use of metaprogramming to improve the performance and maintainability of your code. This book avoids abstract theory and instead teaches you solid practices you'll find useful immediately. It introduces core concepts like code generation and application composition in clear, easy-to-follow language. Written for readers comfortable with C# and the .NET framework—no prior experience with metaprogramming is required. Purchase of the print book comes with an

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offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Metaprogramming concepts in plain language Creating scriptable software Code generation techniques The Dynamic Language Runtime About the Authors Kevin Hazzard is a Microsoft MVP, consultant, teacher, and developer community leader in the mid-Atlantic USA. Jason Bock is an author, Microsoft MVP, and the leader of the Twin Cities Code Camp. "An excellent way to start fully using the power of metaprogramming."—From the Foreword by Rockford Lhotka, Creator of the CSLA .NET Framework Table of Contents PART 1 DEMYSTIFYING METAPROGRAMMING Metaprogramming concepts Exploring code and metadata with reflection PART 2 TECHNIQUES FOR GENERATING CODE The Text Template Transformation Toolkit (T4) Generating code with the CodeDOM Generating code with Reflection.Emit Generating code with expressions Generating code with IL rewriting PART 3 LANGUAGES AND TOOLS The Dynamic Language Runtime Languages and tools Managing the .NET Compiler

Understand .NET memory management internal workings, pitfalls, and techniques in order to effectively avoid a wide range of performance and scalability problems in your software. Despite automatic memory management in .NET, there are many advantages to be found in understanding how .NET memory works and how you can best write software that

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interacts with it efficiently and effectively. Pro .NET Memory Management is your comprehensive guide to writing better software by understanding and working with memory management in .NET. Thoroughly vetted by the .NET Team at Microsoft, this book contains 25 valuable troubleshooting scenarios designed to help diagnose challenging memory problems. Readers will also benefit from a multitude of .NET memory management "rules" to live by that introduce methods for writing memory-aware code and the means for avoiding common, destructive pitfalls. What You'll Learn Understand the theoretical underpinnings of automatic memory management Take a deep dive into every aspect of .NET memory management, including detailed coverage of garbage collection (GC) implementation, that would otherwise take years of experience to acquire Get practical advice on how this knowledge can be applied in real-world software development Use practical knowledge of tools related to .NET memory management to diagnose various memory-related issues Explore various aspects of advanced memory management, including use of Span and Memory types Who This Book Is For .NET developers, solution architects, and performance engineers

This book provides readers with a complete A-Z for using C# with the .NET 2.0 Platform and the .NET 3.0 extensions. It contains new chapters digging deeply into the interactions

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between the existing framework and the new extensions to give readers the edge when they come to evaluation and implement .NET 3.0 for the first time. To provide even more support, the book includes a bonus CD that provides over five hundred pages of carefully selected additional content to help broaden a reader's understanding of both .NET 2.0 and .NET 3.0.

As software complexity increases, proper build practices become ever more important. This essential reference—fully updated for Visual Studio 2010—drills inside MSBuild and shows you how to maximize your control over the build and deployment process. Learn how to customize and extend build processes with MSBuild—and scale them to the team, product, or enterprise level with Team Foundation Build.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book

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enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming

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exceptions, exception handling, stack trace, streams, files, text files, linear data
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search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative
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