

# Contents

<b>Introduction</b>	<b>XXV</b>
<b>Part I: C# Fundamentals</b>	<b>1</b>
<b>Chapter 1: The .NET Framework</b>	<b>3</b>
<b>What's the .NET Framework?</b>	<b>3</b>
Common Language Runtime	3
.NET Framework Class Library	4
<b>Assemblies and the Microsoft Intermediate Language (MSIL)</b>	<b>6</b>
<b>Versions of the .NET Framework and Visual Studio</b>	<b>8</b>
<b>Summary</b>	<b>9</b>
<b>Chapter 2: Getting Started with Visual Studio 2008</b>	<b>11</b>
<b>Visual Studio 2008 Overview</b>	<b>11</b>
Choosing the Development Settings	12
Resetting the Development Settings	13
Creating a New Project	14
Components of the IDE	17
<b>Code and Text Editor</b>	<b>34</b>
Code Snippets	35
IntelliSense	37
Refactoring Support	39
<b>Debugging</b>	<b>49</b>
Setting Breakpoints	49
Stepping through the Code	51
Watching	52
Autos and Immediate Windows	53
<b>Unit Testing</b>	<b>53</b>
Creating the Test	54
Running the Test	57
Testing with Floating Point Numbers	58
Adding Additional Test Methods	59
<b>Summary</b>	<b>59</b>

<b>Chapter 3: C# Language Foundations</b>	<b>61</b>
<b>Using Visual Studio 2008</b>	<b>61</b>
<b>Using the C# Compiler (csc.exe)</b>	<b>64</b>
<b>Dissecting the Program</b>	<b>66</b>
Passing Arguments to Main()	68
<b>Language Syntax</b>	<b>68</b>
Keywords	68
Variables	69
Scope of Variables	71
Constants	74
Comments	74
XML Documentation	74
<b>Data Types</b>	<b>78</b>
Value Types	79
Reference Types	84
Enumerations	85
Arrays	87
Implicit Typing	88
Type Conversion	89
<b>Flow Control</b>	<b>92</b>
if-else Statement	92
switch Statement	94
<b>Looping</b>	<b>96</b>
for Loop	96
Nested for Loop	97
foreach	98
while and do-while Loops	99
Exiting from a Loop	99
Skipping an Iteration	102
<b>Operators</b>	<b>102</b>
Assignment Operators	103
Relational Operators	105
Logical Operators	106
Mathematical Operators	108
Operator Precedence	109
<b>Preprocessor Directives</b>	<b>110</b>
#define and #undef	111
#if, #else, #elif, and #endif	115
#warning and #error	117
#line	118

---

#region and #endregion	120
#pragma warning	122
<b>Summary</b>	<b>123</b>
<b>Chapter 4: Classes and Objects</b>	<b>125</b>

---

<b>Classes</b>	<b>125</b>
Defining a Class	126
Using Partial Classes	126
Creating an Instance of a Class (Object Instantiation)	127
Anonymous Types (C# 3.0)	128
Class Members	131
Function Members	134
Static Classes	156
<b>System.Object Class</b>	<b>157</b>
Testing for Equality	158
Implementing Equals	159
ToString() Method	161
Attributes	162
<b>Structures</b>	<b>165</b>
<b>Summary</b>	<b>169</b>
<b>Chapter 5: Interfaces</b>	<b>171</b>

---

<b>Defining an Interface</b>	<b>172</b>
<b>Implementing an Interface</b>	<b>173</b>
<b>Implementing Multiple Interfaces</b>	<b>174</b>
<b>Extending Interfaces</b>	<b>175</b>
<b>Interface Casting</b>	<b>177</b>
<b>The is and as Operators</b>	<b>178</b>
<b>Overriding Interface Implementations</b>	<b>179</b>
<b>Summary</b>	<b>181</b>
<b>Chapter 6: Inheritance</b>	<b>183</b>

---

<b>Understanding Inheritance in C#</b>	<b>183</b>
<b>Implementation Inheritance</b>	<b>184</b>
Abstract Class	186
Abstract Methods	186
Virtual Methods	189
Sealed Classes and Methods	191
Overloading Methods	192

# Contents

---

Overloading Operators	195
Extension Methods (C# 3.0)	198
Access Modifiers	200
Inheritance and Constructors	202
Calling Base Class Constructors	203
<b>Interface Inheritance</b>	<b>204</b>
<b>Explicit Interface Members Implementation</b>	<b>208</b>
<b>Summary</b>	<b>211</b>
<b>Chapter 7: Delegates and Events</b>	<b>213</b>
<b>Delegates</b>	<b>213</b>
Creating a Delegate	214
Delegates Chaining (Multicast Delegates)	217
Implementing Callbacks Using Delegates	220
Asynchronous Callbacks	222
Anonymous Methods and Lambda Expressions	225
<b>Events</b>	<b>226</b>
Handling Events	229
Implementing Events	232
Difference between Events and Delegates	235
Passing State Information to an Event Handler	237
<b>Summary</b>	<b>240</b>
<b>Chapter 8: Strings and Regular Expressions</b>	<b>241</b>
<b>The System.String Class</b>	<b>241</b>
Escape Characters	243
String Manipulations	247
String Formatting	254
The StringBuilder Class	257
<b>Regular Expressions</b>	<b>259</b>
Searching for a Match	259
More Complex Pattern Matching	261
<b>Summary</b>	<b>263</b>
<b>Chapter 9: Generics</b>	<b>265</b>
<b>Understanding Generics</b>	<b>265</b>
Generic Classes	268
Using the default Keyword in Generics	270
Advantages of Generics	271

---

Using Constraints in a Generic Type	271
Generic Interfaces	275
Generic Structs	276
Generic Methods	276
Generic Operators	278
Generic Delegates	280
<b>Generics and the .NET Framework Class Library</b>	<b>280</b>
<b>Using the LinkedList&lt;T&gt; Generic Class</b>	<b>284</b>
<b>System.Collections.ObjectModel</b>	<b>288</b>
<b>Summary</b>	<b>291</b>
<b>Chapter 10: Threading</b>	<b>293</b>
<b>The Need for Multithreading</b>	<b>293</b>
Starting a Thread	295
Aborting a Thread	297
Passing Parameters to Threads	301
<b>Thread Synchronization</b>	<b>303</b>
Using Interlocked Class	304
Using C# Lock	304
Monitor Class	307
<b>Thread Safety in Windows Forms</b>	<b>312</b>
Using the BackgroundWorker Control	315
Testing the Application	320
<b>Summary</b>	<b>320</b>
<b>Chapter 11: Files and Streams</b>	<b>321</b>
<b>Working with Files and Directories</b>	<b>321</b>
Working with Directories	322
Working with Files Using the File and FileInfo Classes	326
Creating a FileExplorer	329
<b>The Stream Class</b>	<b>331</b>
BufferedStream	333
The FileStream Class	334
MemoryStream	337
NetworkStream Class	338
<b>Cryptography</b>	<b>343</b>
Hashing	344
Salted Hash	346
Encryption and Decryption	347

# Contents

---

<b>Compressions for Stream Objects</b>	<b>353</b>
Compression	353
Decompression	354
<b>Serialization</b>	<b>359</b>
Binary Serialization	359
XML Serialization	365
<b>Summary</b>	<b>375</b>
<b>Chapter 12: Exception Handling</b>	<b>377</b>
<b>Handling Exceptions</b>	<b>377</b>
Handling Exceptions Using the try-catch Statement	378
Handling Multiple Exceptions	381
Throwing Exceptions Using the throw Statement	383
Rethrowing Exceptions	386
Exception Chaining	387
Using Exception Objects	389
The finally Statement	391
<b>Creating Custom Exceptions</b>	<b>393</b>
<b>Summary</b>	<b>395</b>
<b>Chapter 13: Arrays and Collections</b>	<b>397</b>
<b>Arrays</b>	<b>397</b>
Accessing Array Elements	400
Multidimensional Arrays	400
Arrays of Arrays: Jagged Arrays	402
Parameter Arrays	403
Copying Arrays	404
<b>Collections Interfaces</b>	<b>404</b>
Dynamic Arrays Using the ArrayList Class	405
Indexers and Iterators	407
Implementing IEnumerable<T> and IEnumerator<T>	410
Implementing Comparison Using IComparer<T> and IComparable<T>	413
Dictionary	420
Stacks	422
Queues	423
<b>Summary</b>	<b>424</b>

---

<b>Chapter 14: Language Integrated Query (LINQ)</b>	<b>425</b>
<b>LINQ Architecture</b>	<b>425</b>
<b>LINQ to Objects</b>	<b>426</b>
Query Syntax versus Method Syntax and Lambda Expressions	429
LINQ and Extension Methods	430
LINQ and Anonymous Types	436
<b>LINQ to DataSet</b>	<b>438</b>
Reshaping Data	441
Aggregate Functions	442
Joining Tables	443
Typed DataSet	446
Detecting Null Fields	449
Saving the Result of a Query to a DataTable	449
<b>LINQ to XML</b>	<b>450</b>
Creating XML Trees	450
Querying Elements	452
An Example Using RSS	453
<b>LINQ to SQL</b>	<b>458</b>
Using the Object Relational Designer	458
Querying	460
Inserting New Rows	461
Updating Rows	463
Deleting Rows	463
<b>Summary</b>	<b>465</b>
<b>Chapter 15: Assemblies and Versioning</b>	<b>467</b>
<b>Assemblies</b>	<b>467</b>
Structure of an Assembly	467
Examining the Content of an Assembly	468
Single and Multi-File Assemblies	469
Understanding Namespaces and Assemblies	480
<b>Private versus Shared Assemblies</b>	<b>486</b>
Creating a Shared Assembly	488
The Global Assembly Cache	492
Putting the Shared Assembly into GAC	493
Making the Shared Assembly Visible in Visual Studio	495
Using the Shared Assembly	496
<b>Summary</b>	<b>499</b>

## **Part II: Application Development Using C# 501**

### **Chapter 16: Developing Windows Applications 503**

---

<b>The Project</b>	<b>503</b>
Configuring the FTP Server	504
Creating the Application	506
Using Application Settings	508
Coding the Application	513
Building the Directory Tree and Displaying Images	515
Creating a New Directory	522
Removing a Directory	523
Uploading Photos	524
Deleting a Photo	525
Testing the Application	526
<b>Adding Print Capability</b>	<b>526</b>
Basics of Printing in .NET	526
Adding Print Support to the Project	527
<b>Deploying the Application</b>	<b>533</b>
Publishing the Application Using ClickOnce	534
Updating the Application	536
Programmatically Updating the Application	538
Rolling Back	541
Under the Hood: Application and Deployment Manifests	541
<b>Summary</b>	<b>543</b>

### **Chapter 17: Developing ASP.NET Web Applications 545**

---

<b>About ASP.NET</b>	<b>545</b>
How ASP.NET Works	546
What Do You Need to Run ASP.NET?	546
<b>Data Binding</b>	<b>547</b>
Modeling Databases Using LINQ to SQL	548
Data Binding Using the GridView Control	549
Displaying Publisher's Name	554
Displaying Titles from a Selected Publisher	555
Making the Publisher Field Editable	559
<b>Building Responsive Applications Using AJAX</b>	<b>560</b>
AJAX Control Toolkit	561
AJAX-Enabling a Page Using the ScriptManager Control	563
Using the UpdatePanel Control	563
Using Triggers to Cause an Update	564

---

Displaying Progress Using the UpdateProgress Control	565
Displaying a Modal Dialog Using the ModalPopupExtender Control	566
<b>Summary</b>	<b>572</b>
<b>Chapter 18: Developing Windows Mobile Applications</b>	<b>573</b>
<hr/>	
<b>The Windows Mobile Platform</b>	<b>574</b>
<b>Developing Windows Mobile Applications Using the .NET Compact Framework</b>	<b>576</b>
<b>Obtaining the Appropriate SDKs and Tools</b>	<b>578</b>
<b>Building the RSS Reader Application</b>	<b>580</b>
Building the User Interface	581
Creating the Helper Methods	583
Wiring All the Event Handlers	589
Testing Using Emulators	596
Testing Using Real Devices	597
<b>Deploying the Application</b>	<b>598</b>
Creating a CAB File	598
Creating a Setup Application	603
<b>Summary</b>	<b>616</b>
<b>Chapter 19: Developing Silverlight Applications</b>	<b>617</b>
<hr/>	
<b>The State of Silverlight</b>	<b>617</b>
Obtaining the Tools	619
Architecture of Silverlight	620
<b>Building a Silverlight UI Using XAML</b>	<b>621</b>
Creating a Bare-Bones Silverlight Application	621
Understanding XAML	623
Crafting XAML Using Expression Blend 2	635
<b>Silverlight 1.0</b>	<b>645</b>
Animation — Part 1	645
Animations — Part 2	650
Playing Media	654
Creating Your Own Media Player	663
<b>Silverlight 2.0</b>	<b>675</b>
Creating the Project Using Visual Studio 2008	676
<b>Summary</b>	<b>694</b>

# Contents

---

<b>Chapter 20: Windows Communication Foundation</b>	<b>695</b>
<b>What Is WCF?</b>	<b>695</b>
Comparing WCF with ASMX Web Services	700
Your First WCF Service	700
Consuming the WCF Service	708
<b>Understanding How WCF Works</b>	<b>710</b>
WCF Communication Protocols	710
The ABCs of WCF	710
Messaging Patterns	713
Hosting Web Services	713
<b>Building WCF Services</b>	<b>714</b>
Exposing Multiple Endpoints	714
Creating Self-Hosted WCF Service	720
Implementing WCF Callbacks	728
Calling WCF Services from an AJAX Page	741
<b>Summary</b>	<b>745</b>
<b>Part III: Appendixes</b>	<b>747</b>
<b>Appendix A: C# Keywords</b>	<b>749</b>
<b>Appendix B: Examining the .Net Class Libraries Using the Object Browser</b>	<b>757</b>
<b>Appendix C: Generating Documentation for Your C# Applications</b>	<b>765</b>
<b>Index</b>	<b>781</b>