

## *Part 1*

# *The C++/CLI Language*

**T**his part of the book has three chapters that introduce the C++/CLI syntax and language semantics. Chapter 1 covers the rationale behind C++/CLI and why the old syntax had to be deprecated, followed by core concepts such as declaring and instantiating CLI types, CLI handles, and boxing and unboxing. Chapter 2 moves on to CLI-specific features such as using properties, delegates, events, and managed arrays. Chapter 3 discusses stack semantics and deterministic destruction, function overriding, CLI generics, and managed templates.