

Introduction

The title of this book may seem odd; you probably already know how to write code in .NET. But you can always benefit from knowing more. Coders, architects, and developers always strive to do their best, and if given the choice to do something correctly or incorrectly they will do it correctly. So why do we have so many bugs in our code? I could say, “Heck, it’s all the managers making bonehead decisions.” It would be a popular answer, but it would not be fair. We have bugs because humans and the communication between humans are imperfect.

The other major reason why code has bugs is that people do not have the time or energy to pour resources into specific problems. When you are working on an application, you are confronted with thousands of specific problems, and you have to assign a priority. This is where this book is aimed. I take the time to investigate the specific problems and figure out how to solve them. Your responsibility is to read the solutions and implement them as appropriate.

This is not a patterns book, even though I reference patterns. It is not a book meant to solve all problems, because like you I have to assign priority to the problems I want to solve. This book is the first of a series, and subsequent volumes will solve more problems. This book aims to look at a problem, feature, or fact and then figure out what that problem, feature, or fact implies. As a quick example .NET 2.0 introduced the `yield` keyword. Cool use of technology, but what does `yield` really imply? Is `yield` buggy? Is `yield` the future of all iterators? After reading this book you’ll know all of `yield`’s implications and ramifications.

If you read this book and disagree with me, let me know why you disagree. Tell me what you think I did wrong. Sometimes I will correct you, but other times, we’ll both learn something. Or if you want me to figure out a solution to a specific problem you are having, tell me. If I end up writing about our discussion, I will credit you and give you a free copy of my next book. Send your love or hate to christianhgross@gmail.com.

Source Code

The source code is available in the Source Code/Download section of the Apress website (<http://www.apress.com>). Additionally, you can visit <http://www.devspace.com/codingdotnet> to download the code.