

# Contents

Foreword by Stanley B. Lippman .....	xxi
About the Author .....	xxxii
About the Technical Reviewer .....	xxxiii
Introduction .....	xxxv

## PART 1 ■■■ The C++/CLI Language

<b>CHAPTER 1 Overview of the .NET Framework .....</b>	<b>3</b>
What Is .NET? .....	3
What Is the .NET Framework? .....	4
.NET Programming Advantages .....	5
A Closer Look at the .NET Framework .....	6
Assemblies .....	7
Common Language Runtime .....	11
Common Type System .....	17
Common Language Specification .....	20
.NET Application Development Realms .....	21
.NET Framework Class Library .....	23
Summary .....	25
<b>CHAPTER 2 C++/CLI Basics .....</b>	<b>27</b>
The Obligatory “Hello World!” Program .....	27
Statements .....	29
Variables and C++/CLI Data Types .....	29
Declaring Variables .....	29
Variable Name Restrictions .....	31
Predefined Data Types .....	32
User-Defined Data Types .....	42
Boxing and Unboxing .....	51
Type Modifiers and Qualifiers .....	52
Type Conversions .....	53
Variable Scope .....	54
Namespaces .....	54

Literals .....	55
Numeric Literals .....	55
Boolean Literals .....	57
Character Literals .....	58
String Literals .....	59
Comments .....	60
Operators .....	61
Arithmetic Operators .....	61
Comparisons and Logical Operators.....	62
Bitwise Operators .....	63
Conditional Operator.....	64
Comma Operator.....	65
Assignment Operators .....	65
Address of, Reference, and Indirection Operators .....	66
Operator Precedence .....	68
Flow Control Constructs .....	69
if Statement.....	69
switch Statement .....	70
Looping Constructs .....	71
while Loop.....	71
do-while Loop.....	72
for Loop .....	73
for each Loop .....	74
Skipping Loop Iterations .....	75
Breaking Out of a Loop .....	75
Functions .....	76
Passing Arguments to a Function.....	76
Returning Values from a Function.....	77
Prototypes .....	79
Function Overloading .....	80
Passing Arguments to the main() Function .....	80
Summary .....	83
<b>CHAPTER 3 Object-Oriented C++/CLI .....</b>	<b>85</b>
Object-Oriented Concepts .....	85
Encapsulation .....	85
Inheritance.....	86
Polymorphism .....	86
Applying Objects to Software Development.....	87

ref class/struct Basics .....	89
Declaring ref classes and structs .....	90
Using the ref class .....	95
Member Variables.....	97
Member Methods .....	98
Member Properties.....	118
Nested ref classes .....	128
Type Casting Between Classes.....	131
Abstract ref classes .....	133
Interfaces .....	135
Summary .....	138
<b>CHAPTER 4 Advanced C++/CLI .....</b>	<b>139</b>
Preprocessor Directives .....	139
Defining Directives .....	140
Conditional Directives.....	142
Include Directive.....	143
Using Directive .....	144
Multifile Libraries .....	145
Header Files.....	146
Source Files.....	147
Namespaces .....	147
Building Assemblies from Multifile Libraries.....	149
Assembly Referencing .....	154
Templates .....	156
Function Templates .....	156
Class Templates .....	158
Template Specialization and Partial Specialization.....	159
Template Parameters.....	160
Generics .....	163
typedef .....	165
Exceptions .....	166
Basics of Exception Handling .....	166
.NET Framework Base Class: Exception Classes .....	168
Throwing ApplicationExceptions .....	170
Rethrowing Exceptions and Nested try Blocks .....	172
Catching Multiple Exceptions .....	173
Catching All Previously Uncaught Exceptions .....	176
Executing Code Regardless of an Exception .....	177

Delegates and Events .....	179
Delegates .....	179
Events .....	184
Summary .....	189

## PART 2 ■■■ .NET Framework Development in C++/CLI

<b>CHAPTER 5 The .NET Framework Class Library .....</b>	<b>193</b>
Library Organizational Structure .....	193
Library Namespaces .....	194
System .....	194
System::Collections .....	195
System::Data .....	197
System::Deployment .....	198
System::Diagnostics .....	198
System::DirectoryServices .....	200
System::Drawing .....	200
System::EnterpriseServices .....	201
System::Globalization .....	202
System::IO .....	203
System::IO::Ports .....	204
System::Management .....	204
System::Net .....	205
System::Reflection .....	206
System::Resources .....	207
System::Runtime::InteropServices .....	208
System::Runtime::Remoting .....	209
System::Runtime::Serialization .....	211
System::Security .....	211
System::Threading .....	212
System::Web .....	213
System::Windows::Forms .....	214
System::Xml .....	215
Microsoft::Win32 .....	216
Summary .....	216

<b>CHAPTER 6</b>	<b>Integrated XML Documentation</b>	217
The Basics	217	
The Triple Slash Comment	218	
Adding Triple Slash Comment to Your Code	219	
Generating XML Documentation Files	220	
Viewing Integrated XML Documentation in IntelliSense	222	
Documentation Tags	223	
Functionality Tags	223	
Formatting Tags	229	
Reference Tags	233	
Documentation Example	236	
Summary	240	
<b>CHAPTER 7</b>	<b>Collections</b>	241
IEnumerable, IEnumerator, and for each	243	
Standard Collections	245	
ArrayList	245	
BitArray	248	
Hashtable and SortedList	251	
Queue and Stack	255	
Specialized Collections	257	
ListDictionary	257	
StringCollection	259	
StringDictionary	260	
NameValuePairCollection	261	
Generic Collections	264	
List<T>	265	
LinkedList<T>	269	
Queue<T> and Stack<T>	271	
Dictionary<K,V>, SortedDictionary<K,V>	273	
Collection<T> and ReadOnlyCollection<T>	278	
Summary	278	
<b>CHAPTER 8</b>	<b>Input, Output, and Serialization</b>	279
File System Input and Output	279	
Managing the File System	280	
Opening Files	288	
The Open Methods	289	
I/O Manipulation	291	

Serialization of Managed Objects .....	302
Setting Up Classes for Serialization .....	302
BinaryFormatter vs. SoapFormatter .....	304
Serialization Using BinaryFormatter .....	304
Serialization Using SoapFormatter .....	306
Summary .....	308
<b>CHAPTER 9 Basic Windows Forms Applications .....</b>	<b>309</b>
Win Forms Are Not MFC .....	309
“Hello World!” Win Form Style .....	310
Customizing the Form Class .....	314
Handling Win Form Delegates and Events .....	319
Adding Controls .....	323
The Label Control .....	324
The Button Controls .....	327
The Text Controls .....	343
The Selection Controls .....	358
Timers .....	373
Summary .....	376
<b>CHAPTER 10 Advanced Windows Forms Applications .....</b>	<b>377</b>
ImageList .....	377
Views .....	379
ListView .....	379
TreeView .....	387
Container Controls .....	394
TabControl .....	394
SplitContainer .....	398
Strips .....	402
ToolStripContainer and ToolStripPanel .....	402
ToolStripManager .....	403
ToolStrip .....	404
StatusStrip .....	410
MenuStrip and ContextMenuStrip .....	414
Bells and Whistles Controls .....	420
PictureBox .....	420
MonthCalendar .....	423
ErrorProvider .....	426
NotifyIcon .....	430

Dialog Boxes .....	434
Custom Dialog Boxes .....	434
Common .NET Framework–Provided Dialog Boxes .....	442
Summary .....	444
<b>CHAPTER 11 Graphics Using GDI+ .....</b>	<b>445</b>
What Is GDI+? .....	445
A Quick Look at the GDI+ Namespaces.....	446
“Hello World!” GDI+ Style .....	447
OnPaint vs. PaintEventHandler .....	450
The Graphics Class .....	454
Graphics Class Members.....	454
Disposing of Resources with Deterministic Cleanup .....	455
Rendering Outside of the Paint Event.....	455
The Invalidate Method .....	459
GDI+ Coordinate Systems .....	459
Common Utility Structures .....	462
Point and PointF .....	463
Size and SizeF.....	464
Rectangle and RectangleF.....	465
Region .....	469
Drawing Strings .....	472
Fonts .....	476
Colors .....	480
Custom Colors.....	481
Named Colors .....	481
Pens and Brushes .....	481
Pens .....	481
Brushes .....	486
Rendering Prebuilt Images .....	489
Drawing Your Own Shapes and Lines .....	492
Advanced GDI+ .....	494
Scrollable Windows .....	494
Optimizing GDI+ .....	498
Double Buffering.....	501
Printing .....	508
Summary .....	513

<b>CHAPTER 12 ADO.NET and Database Development .....</b>	515
What Is ADO.NET? .....	515
Building a Database with Visual Studio 2005 .....	517
Creating a New Database .....	518
Adding and Loading Tables and Views to a Database .....	519
Building Stored Procedures.....	525
Managed Providers .....	526
Connected ADO.NET .....	527
Using Simple Connected ADO.NET.....	527
Using Connected ADO.NET with Transactions.....	539
Disconnected ADO.NET .....	544
The Core Classes .....	544
Creating a Table Manually in Code.....	548
Developing with Disconnected ADO.NET.....	549
Summary .....	558
<b>CHAPTER 13 XML .....</b>	559
What Is XML? .....	559
The .NET Framework XML Implementations .....	560
Forward-Only Access .....	561
Reading from an XML File .....	562
Validating an XML File .....	569
Writing a New XML Stream .....	574
Updating an Existing XML File.....	578
Working with DOM Trees .....	581
Reading a DOM Tree .....	585
Updating a DOM Tree.....	588
Writing XmlNodes in a DOM Tree.....	590
Navigating with XPathNavigator .....	593
Basic XPathNavigator .....	594
XPathNavigator Using XPath Expressions .....	596
XML and ADO.NET .....	601
Summary .....	603

<b>CHAPTER 14 Windows Services .....</b>	605
What Are Windows Services? .....	605
Architecture of Windows Services .....	607
Service Application .....	607
Service Control Application .....	608
Service Configuration Application .....	608
The ServiceProcess Namespace .....	609
Creating Windows Services .....	609
Auto-generated Windows Service .....	610
Customizing the Windows Service .....	615
Installing and Uninstalling Windows Services .....	621
Managing Windows Services .....	624
Services Application .....	625
Custom Service Control Application .....	626
Debugging Windows Services .....	630
Attaching the Debugger to the Windows Service .....	631
A Special Main() Function .....	632
Summary .....	634
 <b>CHAPTER 15 Web Services .....</b>	635
What Are Web Services? .....	635
Components of a Web Service .....	636
Communication Protocols .....	636
Description Service .....	637
Discovery Service .....	637
The Web Services Namespaces .....	638
A Simple Web Service .....	638
Accessing a Web Service Using HTTP POST .....	646
Accessing a Web Service Using SOAP .....	647
Debugging a Web Service .....	650
Passing Data Using a Web Service .....	651
Using Web Service GUI Designer Tool .....	652
Returning a DataSet .....	653
Inserting, Updating, and Deleting Rows in a DataSet .....	654
Authors DataSet Processing Web Service Client .....	655
Summary .....	659

<b>CHAPTER 16 Multithreaded Programming .....</b>	661
What Is Multithreaded Programming .....	661
Basic .NET Framework Class Library Threading .....	662
Thread State .....	663
Thread Priorities .....	665
Using Threads .....	666
Starting Threads .....	666
Getting a Thread to Sleep .....	669
Aborting Threads .....	671
Joining Threads .....	673
Interrupting, Suspending, and Resuming Threads .....	675
Using ThreadPools .....	677
Synchronization .....	679
The ThreadStatic Attribute .....	680
The Interlocked Class .....	682
The Monitor Class .....	684
The Mutex Class .....	687
The ReaderWriterLock Class .....	691
Summary .....	694
<b>CHAPTER 17 Network Programming .....</b>	695
The Network Namespaces .....	695
Connection-Oriented Sockets .....	696
The TCP Server .....	696
The TCP Client .....	702
Connectionless Sockets .....	705
UDP Server .....	706
UDP Client Example .....	710
Using Connect() with UDP .....	711
Socket Helper Classes and Methods .....	712
TcpListener .....	712
TcpClient .....	713
TCP Helper Class Example .....	714
UdpClient .....	717
Changing Socket Options .....	719

Asynchronous Sockets .....	720
Accepting Connections.....	721
Connecting to a Connection.....	722
Disconnecting from a Connection.....	723
Sending a Message .....	724
Receiving a Message .....	724
Asynchronous TCP Server .....	725
Summary .....	728
<b>CHAPTER 18 Assembly Programming .....</b>	<b>729</b>
Reflection .....	729
Examining Objects .....	730
Dynamically Invoking or Late-Binding Objects .....	735
Attributes .....	738
Creating a Custom Attribute .....	739
Implementing a Custom Attribute.....	742
Using a Custom Attribute.....	743
Shared Assemblies .....	746
The Global Assembly Cache .....	746
Adding Assemblies to the GAC .....	747
The Shared Assembly's Strong Name .....	748
Re-signing an Assembly .....	749
Signcoded Digital Signature .....	749
Versioning .....	749
No DLL Hell Example .....	751
Application Configuration Files .....	754
Resources .....	755
Creating Resources .....	756
Embedding Resources .....	758
Accessing Resources .....	762
Globalization and Localization .....	764
The Globalization Tools .....	765
The Localization Tools .....	767
Building a Multicultural Windows Application .....	767
Building a Multicultural Console Application .....	770
Summary .....	773

<b>CHAPTER 19 Security .....</b>	775
The Security Namespaces .....	775
Role-Based Security .....	776
Identities .....	776
Principal .....	777
Working with Identities and Principals .....	778
Securing Your Code Using Roles .....	780
Code Access Security .....	783
Permissions .....	783
Policy Statement .....	784
Code Groups .....	785
Evidence .....	790
Securing Your Code Using CAS .....	795
Summary .....	802

## PART 3 ■■■ Unsafe/Unmanaged C++/CLI

<b>CHAPTER 20 Unsafe C++ .NET Programming .....</b>	805
What Is Unsafe Code? .....	805
Why Do We Still Need Unsafe Code? .....	806
Creating Unsafe Code .....	807
The Managed and Unmanaged #pragma Directives .....	807
Unmanaged Arrays .....	810
Unmanaged Classes/Structs .....	811
Pointers .....	815
Including the vcclr.h File .....	820
Summary .....	823
<b>CHAPTER 21 Advanced Unsafe or Unmanaged C++ .NET Programming .....</b>	825
P/Invoke .....	825
Calling DLLs without P/Invoke .....	826
Using P/Invoke .....	828
Data Marshaling .....	833
MarshalAsAttribute .....	833
Marshaling Strings .....	835
Marshaling Ref and Value Classes .....	835

Accessing COM Components from .NET .....	837
Interop Assembly .....	839
Creating the Interop Assembly .....	839
Invoking the Interop Assembly .....	841
Handling COM Object Errors .....	843
Late Binding a COM Object .....	844
Summary .....	846
<b>INDEX .....</b>	<b>847</b>