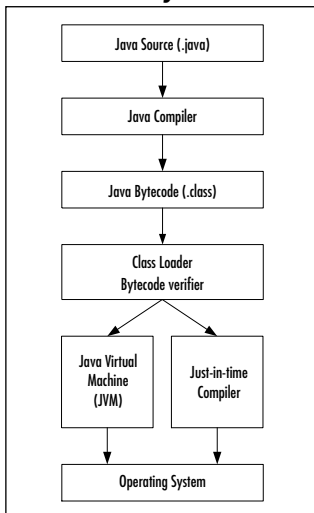


Contents

Java Code Cycle



Chapter 1 The .NET Philosophy 1

Introduction	2
Overview of the .NET Platform	2
Examining the .NET Framework Features	4
Multilanguage Development	5
Platform and Processor Independence	6
Automatic Memory Management	7
Versioning Support	7
Support for Open Standards	8
Easy Deployment	9
Interoperability with Unmanaged Code	10
Providing Security	11
Understanding the .NET Architecture	13
The Common Language Runtime	14
The .NET Framework Class Library	15
The Microsoft Intermediate Language (MSIL)	17
Just-In-Time Compilation	17
Following .NET Code from Source to Binary	18
Summary	21
Solutions Fast Track	22
Frequently Asked Questions	24

Chapter 2 Introducing C# 27

Introduction	28
The C# Language	28
Similarities with Java	29
Differences with Java	30
Getting Started	32
Installing the .NET Framework SDK	32

Creating Your First C# Program	33
Compiling and Running the Program	34
Using the Debugger Tool	37
Using Different IDEs	40
Visual Studio.NET	41
Other IDEs	44
A Stroll through C#	45
Creating the Media Player Application	45
Rapid Application Development with Visual Studio.NET	54
Summary	60
Solutions Fast Track	60
Frequently Asked Questions	62

Mathematical Operators

Operator	Definition
+	Addition
−	Subtraction
*	Multiplication
/	Division
%	Modulus

Chapter 3 Language Fundamentals 63

Introduction	64
Main() Method	64
Command Line Arguments	66
Return Values	69
Single-Line and Multiline Comments	72
XML Documentation Comments	74
Data Types and the Common Type System	82
Variables	85
Constants	87
Assignment Statements	87
Conversions between Data Types	90
Operators	92
Mathematical Operators	92
Assignment Operators	93
Increment and Decrement Operators	95
Relational Operators	96
Logical Operators	97
Bitwise Operators	98
Ternary Operator	99
Operator Precedence	100
Preprocessor Directives	100
#define and #undef	102

#if, #elif, #else, and #endif	102
#error and #warning	106
#region and #endregion	107
#line	108
Namespaces	110
Summary	112
Solutions Fast Track	112
Frequently Asked Questions	115

Chapter 4 Programming Structures **117**

Introduction	118
Strings	118
The WriteLine Method	118
Creating Strings	119
Verbatim String Literal	123
The <i>StringBuilder</i> Class	123
Using Regular Expressions	126
Flow Control	129
Branch Statements	129
The <i>if/else</i> Statement	129
The <i>switch</i> Statement	130
Iteration Statements	132
The <i>while</i> Loop	133
The <i>do-while</i> Loop	133
The <i>for</i> Loop	133
Jump Statements	134
The <i>goto</i> Statement	134
The <i>break</i> Statement	135
The <i>continue</i> Statement	135
The <i>return</i> Statement	136
Arrays	137
Declaring and Initializing Arrays	137
Using the <i>params</i> Keyword	140
Multidimensional Arrays	141
Rectangular Arrays	141
Jagged Arrays	144

Arrays

- Standard C# arrays are identical to their Java counterparts.
- C# provides two different kinds of multidimensional arrays, rectangular and jagged.
- A rectangular array has equal dimensions, a jagged array does not.
- The *params* keyword can be used to specify that an array of unknown dimensions will be passed to a method.

The foreach Statement	147
Indexers	150
Implementing an Indexer	151
Multiple Indexers	155
Multiparameter Indexers	157
Collections	159
Collection Interfaces	163
Exceptions	164
Catching Exceptions	164
The <i>try</i> , <i>catch</i> , <i>finally</i> Blocks	164
Throwing Exceptions	167
Creating New Exceptions	170
Rethrowing Exceptions	173
Summary	175
Solutions Fast Track	175
Frequently Asked Questions	178

Chapter 5 Objects and Classes **179**

Introduction	180
Using Classes	180
Access Control	181
Class Modifiers	182
Abstract Classes	186
Sealed Classes	187
Instance Variables	187
Static Variables	189
Constants as Static Members	191
Using Methods	191
Access Modifiers	194
Method Parameters	195
The <i>ref</i> and <i>out</i> Method Parameters	197
Overloaded Methods	199
Creating Objects	202
Constructors	202
Overloading Constructors	204
Static Constructors	206
Destroying Objects	208

NOTE

Only nested classes permit the use of the *new* keyword. The *new* modifier specifies that the class hides an inherited member by the same name. Inner classes and Inheritance will be discussed in Chapter 6.

Memory Management and Garbage Collection	208
C#'s Destructor	209
The <i>Finalize</i> , <i>Dispose</i> , and <i>Close</i> Methods	210
The <i>using</i> Statement	211
Summary	214
Solutions Fast Track	214
Frequently Asked Questions	215

Chapter 6 Object-Oriented Programming 217

Frequently Asked Questions

Q: Does C# support multiple inheritance?

A: Yes and no—just like Java, C# allows single inheritance of classes and multiple inheritance of interfaces.

Q: Does Java support inner classes?

A: Yes. C# supports only one kind of inner class compared to Java's four.

Introduction	218
Inheritance	218
Defining a Base Class	221
Calling Base Class Constructors	222
Polymorphism	226
Abstract Classes	227
The <i>abstract</i> Modifier	232
The <i>virtual</i> Modifier	234
The <i>override</i> Modifier	237
The <i>new</i> Modifier	241
Inner Classes	244
Using Interfaces	246
Creating an Interface	247
Declaring Interfaces	248
Implementing Interfaces	249
The <i>is</i> Operator	253
The <i>as</i> Operator	258
Explicit Interface Implementation	258
Implementation Hiding	260
Summary	262
Solutions Fast Track	263
Frequently Asked Questions	264

Chapter 7 Other C# Features 267

Introduction	268
Properties	268
Read-Only Fields	271

Unboxing

Unboxing is the act of converting an object back into a value type. The syntax for this process looks very similar to explicit casting in Java, as the following C# code demonstrates:

```
int x = 29;

object xObj = x; //
Boxing

int x1 = (int)xObj;
// Unboxing
```

Delegates

- Delegates are similar to C/C++ function pointers.
- Delegates reference a method.
- Delegates are object-oriented, type-safe, and secure.

Enumerations	272
Boxing and Unboxing	276
Boxing	277
Unboxing	278
Operator Overloading	279
Unary Operator Overloading	283
Binary Operator Overloading	287
<i>Equals()</i> Method	287
User-Defined Conversions	288
The <i>implicit</i> Operator	289
The <i>explicit</i> Operator	291
Structs	293
Defining Structs	294
Using Structs	297
Summary	301
Solutions Fast Track	301
Frequently Asked Questions	304

Chapter 8 Delegates and Events 305

Introduction	306
Delegates	306
Using Delegates as Callbacks	307
Declaration	308
Instantiation	309
Invocation	311
Implementing Callbacks	312
Using Delegates for Event Handling	316
Event Handling in Java	317
Event Handling in C#	319
Using System.EventArgs	320
Creating and Handling Events	321
Multicasting	328
Order of Operations in Multicasting	331
Advanced Delegate Usage	331
Declaring Delegates as Static Members	332
Delegates and Thread Creation	333

	Summary	335
	Solutions Fast Track	335
	Frequently Asked Questions	337
Creating Assemblies	Chapter 9 Attributes and Assemblies	339
■ Assemblies are the C# equivalent to Java's packages and are used to segment namespaces.	Introduction	340
■ Assemblies in the .NET architecture can be written and compiled in different languages, and still work together.	Working with Attributes	340
■ All information about an assembly is stored in the assembly manifest.	Using Attributes	341
	Creating Custom Attributes	346
	Defining the <i>AttributeUsage</i> Attribute	347
	Declaring an Attribute Class	348
	Declaring Attribute Class Constructors and Properties	349
	Using Custom Attributes	351
	Using Reflection	352
	Creating Assemblies	360
	Manifest Data	361
	Building Assemblies	361
	Multiple Module Assembly	362
	Versioning	364
	Creating Versioned Assemblies	365
	Summary	369
	Solutions Fast Track	370
	Frequently Asked Questions	371
Developing & Deploying...	Chapter 10 Multithreading	373
Monitor.Wait() Parameters	Introduction	374
The <i>Wait()</i> method can take on a variety of parameters, including an integer specifying the number of milliseconds to wait as well as a <i>TimeSpan</i> structure. In the event that the specified time expires before it is notified by a corresponding <i>Pulse()</i> , <i>Wait()</i> returns a <i>boolean</i> value of <i>false</i> .	Threads	374
	Creating Threads	375
	Managing Threads	380
	Using <i>Suspend()/Resume()</i> and <i>Abort()</i>	382
	Scheduling Threads	384
	Synchronizing Threads	389
	Using the <i>lock</i> Statement	389
	Using the Monitor Class	391
	Avoiding Deadlock and Starvation	395

Summary	401
Solutions Fast Track	401
Frequently Asked Questions	403

Chapter 11 Working with I/O Streams 405

Debugging...

The Directory Separator

One of the most frequent bugs when programming with the file system is the backslash used to identify directory structures.

Notice the need to use two backslashes in the preceding example. This is because the backslash is an escape character, so it is necessary to nullify the first by using two backslashes. An even better solution is to indicate a verbatim string literal by placing the @ symbol in front of the string, as follows:

```
String filename =
@"c:\Program Files";
```

Introduction	406
File System	406
Directories	406
Files	411
Streams	415
Stream	416
FileStream	418
MemoryStream	419
BufferedStream	423
Encoding Data Types	423
Text	428
<i>StreamReader</i> and <i>StreamWriter</i>	429
<i>StringReader</i> and <i>StringWriter</i>	430
Network I/O	431
Server Side	432
Client Side	435
Synchronous vs. Asynchronous	438
Web Streams	441
Serialization	443
Creating a Serializable Object	443
Serializing an Object	444
Deserializing an Object	445
Transient Data	446
Deserialization Operations	446
Summary	450
Solutions Fast Track	451
Frequently Asked Questions	453

Chapter 12 Creating User Interfaces with Windows Forms 455

Introduction	456
Windows Form Classes	456
Windows Form Class Hierarchy	457

Financial Calculator**Creating Proxy Objects**

To interact with a Web service you will need to create a proxy object that will act as the middleman between your application and the service. The proxy object can be generated from the WSDL file in two ways:

- Using the *wsdl.exe* command line utility
- Using Visual Studio.NET

Creating a Windows Form Application	458
Using Controls	460
Adding Controls	461
Basic Controls	462
Buttons	462
Textboxes	464
Labels	464
Handling Events	465
Using a Text Editor	467
Using Visual Studio.NET	470
Creating a File Browser	473
Summary	476
Solutions Fast Track	476
Frequently Asked Questions	478
Chapter 13 Web Development with C#	479
Introduction	480
Web Services Overview	480
Using SOAP	481
Creating Web Services	482
Connecting to a Database	483
Building a Web Service	486
Running and Testing Your Web Service	489
Creating the Books Web Service Using VS.NET	491
Consuming Web Services	495
Web Service Description Language	496
Creating Proxy Objects	498
Using the <i>wsdl.exe</i> Utility	498
Using Visual Studio.NET	499
Web Forms Overview	503
Differences between HTML and Web Controls	504
Understanding HTML Controls	505
Understanding Web Controls	507
Using Web Form Controls	507
HTML Page Access Web Controls	509

Data Enabling Controls	509
DataGrid	510
DropDownList	510
Validation Control	511
Required Field Validator	511
RegularExpressions Validator	512
Complex Web Controls	513
Using the AdRotator Control	513
Using the Calendar Control	514
Creating a Web Form Application	515
Summary	522
Solutions Fast Track	522
Frequently Asked Questions	524

Chapter 14 Working with ActiveX, COM, and Unmanaged Code 527

Unmanaged Code

The interoperability services in .NET could be categorized into the following scenarios:

- .NET assembly (managed) calling a single COM DLL (unmanaged)
- .NET assembly (managed) calling a COM object or an ActiveX control (unmanaged)
- COM DLL (unmanaged) calling a .NET assembly (managed)

Introduction	528
Working with Unmanaged Code	529
Interoperability with Unmanaged Code	530
Managed Code Calling an Unmanaged COM DLL Function	531
Managed Code Calling an Unmanaged COM Object or an ActiveX Control	531
Unmanaged COM DLL Calling Managed .NET Code	531
Working with the Platform Invocation Utility	532
Working with COM Components	535
Creating a Simple COM Component	536
Runtime Callable Wrappers	539
Creating a Runtime Callable Wrapper for a COM Component	541
Building a Client for the RCW	544
Examining Runtime Callable Wrapper Properties	546
Using Late Binding RCWs	548
Limitations of Using RCWs	551

Working with ActiveX Controls	552
Differences between ActiveX	
Controls and Windows Forms Controls	552
Using the ActiveX Control Importer	
Utility (<i>AxImp.exe</i>)	553
Using Visual Studio .NET to Import	
ActiveX Controls	555
Working with Pointers	559
Unsafe Code	559
The <i>unsafe</i> Keyword	560
The <i>fixed</i> Keyword	561
Summary	564
Solutions Fast Track	564
Frequently Asked Questions	566

Chapter 15 Microsoft Says JUMP— Java User Migration Path

569

What Is J#?

J# is a complete implementation of the Java language specification. *J#* allows the majority of existing Java applications to run after recompilation or after binary conversion.

Introduction	570
What Is J#?	571
Features of Visual J#	572
Using Visual J#	573
Creating a Simple Visual J# Application	578
Summary	592
Solutions Fast Track	592
Frequently Asked Questions	593

Appendix A C# Keywords and Java Equivalents

595

Index

601