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Computer Graphics

For Better Code, Performance, and Scalability

Windows via C/C++

System architecture, processes, threads, memory management, and more

Building .NET Applications with C#

Pro .NET Memory Management

C# 10 and .NET 6 - Modern Cross-Platform Development - Sixth Edition

The Definitive Reference

A Book on C

C# 4.0 in a Nutshell

Introduction to Algorithms, fourth edition

Build intelligent apps, websites, and services with Blazor, ASP.NET Core, and Entity

Framework Core using Visual Studio Code

Effective C# (Covers C# 6. 0)

Windows Runtime via C#

Beginning JavaScript

The Common Language Runtime

The Definitive Reference

C# 9 and .NET 5 - Modern Cross-Platform Development - Fifth Edition

Programming C# 5.0

CLR Via C#

Clean Code

A First Book of C++

Programming in C

CLR Via C#

C# Programming for Absolute Beginners

Beginning PHP and MySQL 5

Windows Internals, Part 1

Build Cloud, Web, and Desktop Applications

Programming C# 8.0

C# 6.0 and the .NET 4.6 Framework

Building Windows 8, Web, and Desktop Applications for the .NET 4.5 Framework

From Novice to Professional

C# in Depth

Algorithms

Programming C# 4.0

Microsoft Manual of Style

A Handbook of Agile Software Craftsmanship

Build apps, websites, and services with ASP.NET Core 6, Blazor, and EF Core 6 using

Visual Studio 2022 and Visual Studio Code

Programming C#

Mastering C# and .NET Framework

Clr Via C
Fourth Edition Prepress

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ARIANA HAILEY

Computer Graphics

Addison-Wesley

Professional

After a dozen years of incremental changes, C# has become one of the most versatile programming languages available. With this comprehensive guide, you'll learn just how powerful the combination of C# 5.0 and .NET 4.5 can be. Author Ian Griffiths guides you through C# 5.0 fundamentals and teaches you techniques for building web and desktop applications, including Windows 8-style apps. Completely rewritten for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C# code, such as generics, dynamic typing, and the new asynchronous programming features. You'll also get up to speed on XAML, ASP.NET, LINQ, and other .NET tools. Discover how C# supports fundamental coding features such as classes, other custom types, collections, and error handling Understand the

differences between dynamic and static typing in C# Query and process diverse data sources such as in-memory object models, databases, and XML documents with LINQ Use .NET's multithreading features to exploit your computer's parallel processing capabilities Learn how the new asynchronous language features can help improve application responsiveness and scalability Use XAML to create Windows 8-style, phone, and classic desktop applications *For Better Code, Performance, and Scalability* Apress Get to work quickly with C# with a uniquely succinct and visual format used to present the C# 7.0 language. Whether you're getting to grips with C# for the first time or working to deepen your understanding, you'll find this book to be a clear and refreshing take on each aspect of the language. Figures are of prime importance in this book. While teaching programming seminars, Daniel Solis found that he could almost watch the light bulbs going on over the students' heads as he drew the figures on the whiteboard. In this text, he has distilled each

important concept into simple but accurate illustrations. For this latest edition, Dan is joined by fellow experienced teacher and programmer, Cal Schrottenboer, to bring you the very latest C# language features, along with an understanding of the frameworks it most often lives in: .NET and the new .NET Core. For something as intricate and precise as a programming language, there must be text as well as figures. But rather than long, wordy explanations, the authors use short, concise descriptions and bullet lists to make each important piece of information visually distinct and memorable. What You'll Learn Start with an overview of C# programming and how the language works under the hood Put things in context with a little useful history of C# and .NET Know how .NET Core fits into the picture Understand how C# handles types Benefit from clear, concise explanations of each language feature, from classes and inheritance to enumerators and iterators, and the new C# 7.0 tuples Quickly access material via this book's visual introduction to asynchronous programming with C#

Who This Book Is For
 Novice to intermediate C# programmers, and more experienced programmers moving to C# from other languages

Windows via C/C++

Pearson Education

Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of

audiences and media. *System architecture, processes, threads, memory management, and more* CLR Via C# A guide to the workings of the common language runtime, Microsoft .NET, and C#. CLR Via C# Presents an updated guide to the workings and latest feature of the common language runtime, Microsoft .NET, and C#. Windows Runtime via C#

In *Effective C#, Third Edition*, respected .NET expert Bill Wagner identifies 50 ways to harness the full power of the C# 6.0 language to write exceptionally robust, efficient, and well-performing code. Reflecting the growing sophistication of the C# language and its development community, Wagner has identified dozens of new ways to write better code. This edition's new solutions include some that take advantage of generics and several that are more focused on LINQ, as well as a full chapter of advanced best practices for working with exceptions. Wagner's clear, practical explanations, expert tips, and realistic code examples have made *Effective C#*

indispensable to hundreds of thousands of developers. Drawing on his unsurpassed C# experience, he addresses everything from resource management to multicore support, and reveals how to avoid common pitfalls in the language and its .NET environment. Learn how to choose the most effective solution when multiple options exist, and how to write code that's far easier to maintain and improve. Wagner shows how and why to Prefer implicitly typed local variables (see Item 1) Replace `string.Format()` with interpolated strings (see Item 4) Express callbacks with delegates (see Item 7) Make the most of .NET resource management (see Item 11) Define minimal and sufficient constraints for generics (see Item 18) Specialize generic algorithms using runtime type checking (see Item 19) Use delegates to define method constraints on type parameters (see Item 23) Augment minimal interface contracts with extension methods (see Item 27) Create composable APIs for sequences (see Item 31) Decouple iterations from actions, predicates, and functions (see Item 32) Prefer lambda

expressions to methods (see Item 38) Distinguish early from deferred execution (see Item 40) Avoid capturing expensive resources (see Item 41) Use exceptions to report method contract failures (see Item 45) Leverage side effects in exception filters (see Item 50) You're already a successful C# programmer, and this book will make you an outstanding one. Normal 0 false false EN-US X-NONE X-NONE "

Building .NET

Applications with C#

Pearson Education

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done,

you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, *Head First C#* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Pro .NET Memory Management Faber Publishing

The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. *Introduction to Algorithms* combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit

of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning.

[C# 10 and .NET 6 - Modern Cross-Platform Development - Sixth Edition](#) "O'Reilly Media, Inc." Deep dive into C# and

.NET architecture to build efficient, powerful applications About This Book Uniquely structured content to help you understand what goes on under the hood of .NET's managed code platform to master .NET programming Deep dive into C# programming and how the code executes via the CLR Packed with hands-on practical examples, you'll understand how to write applications to make full use of the new features of .NET 4.6, .NET Core and C# 6/7 Who This Book Is For This book was written exclusively for .NET developers. If you've been creating C# applications for your clients, at work or at home, this book will help you develop the skills you need to create modern, powerful, and efficient applications in C#. No knowledge of C# 6/7 or .NET 4.6 is needed to follow along—all the latest features are included to help you start writing cross-platform applications immediately. You will need to be familiar with Visual Studio, though all the new features in Visual Studio 2015 will also be covered. What You Will Learn Understand C# core concepts in depth, from sorting algorithms to the Big O notation Get up to

speed with the latest changes in C# 6/7 Interface SQL Server and NoSQL databases with .NET Learn SOLID principles and the most relevant GoF Patterns with practical examples in C# 6.0 Defend C# applications against attacks Use Roslyn, a self-hosted framework to compile and advanced edition in both C# and Visual basic .NET languages Discern LINQ and associated Lambda expressions, generics, and delegates Design a .NET application from the ground up Understand the internals of a .NET assembly Grasp some useful advanced features in optimization and parallelism In Detail Mastering C# and .NET Framework will take you in to the depths of C# 6.0/7.0 and .NET 4.6, so you can understand how the platform works when it runs your code, and how you can use this knowledge to write efficient applications. Take full advantage of the new revolution in .NET development, including open source status and cross-platform capability, and get to grips with the architectural changes of CoreCLR. Start with how the CLR executes code, and discover the niche

and advanced aspects of C# programming – from delegates and generics, through to asynchronous programming. Run through new forms of type declarations and assignments, source code callers, static using syntax, auto-property initializers, dictionary initializers, null conditional operators, and many others. Then unlock the true potential of the .NET platform. Learn how to write OWASP-compliant applications, how to properly implement design patterns in C#, and how to follow the general SOLID principles and its implementations in C# code. We finish by focusing on tips and tricks that you'll need to get the most from C# and .NET. This book also covers .NET Core 1.1 concepts as per the latest RTM release in the last chapter. Style and approach This book uses hands-on practical code examples that will take you into the depths of C# and .NET. Packed with hands-on practical examples, it is great as a tutorial, or as a reference guide. *The Definitive Reference* Packt Publishing Ltd CLR Via C# A Book on C Apress The programming language C# was built

with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in creating a safe, simple, component-based, high-performance language that works effectively with Microsoft's .NET Framework. Now the favored language among those programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on *Programming C#* both as an introduction to the language and a means of further building their skills. The fourth edition of *Programming C#*--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, *Programming C#*, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio

2005 Generics Collection interfaces and iterators Anonymous methods New ADO.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible.

C# 4.0 in a Nutshell

"O'Reilly Media, Inc."

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

Introduction to Algorithms, fourth edition
Apress

When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but

its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service
Build intelligent apps, websites, and services with Blazor, ASP.NET Core, and Entity Framework Core using Visual Studio Code
"O'Reilly Media, Inc."
The authors provide clear examples and thorough explanations of every feature in the C language.

They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language. Annotation copyrighted by Book News, Inc., Portland, OR [Effective C# \(Covers C# 6.0\)](#) Addison-Wesley Professional

Essential Information about Algorithms and Data Structures A Classic Reference The latest version of Sedgewick, s best-selling series, reflecting an indispensable body of knowledge developed over the past several decades. Broad Coverage Full treatment of data structures and algorithms for sorting, searching, graph processing, and string processing, including fifty algorithms every programmer should know. See [Windows Runtime via C#](#) Packt Publishing Ltd Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code. *Beginning JavaScript* Apress Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key

Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise

development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2-5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-

sleek properties and expression-bodied members 9. Stringy features 10. A smörgåsbord of features for concise code 11. Composition using tuples 12. Deconstruction and pattern matching 13. Improving efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond
 PART 1 C# IN CONTEXT
 PART 2 C# 2-5 PART 3 C# 6 PART 4 C# 7 AND BEYOND

The Common Language Runtime Addison-Wesley Professional

A comprehensive update of the leading algorithms text, with new material on matchings in bipartite graphs, online algorithms, machine learning, and other topics. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor.

Introduction to Algorithms uniquely combines rigor and comprehensiveness. It covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers, with self-contained chapters and algorithms in pseudocode. Since the publication of the first edition, Introduction to Algorithms has become the leading algorithms

text in universities worldwide as well as the standard reference for professionals. This fourth edition has been updated throughout. New for the fourth edition • New chapters on matchings in bipartite graphs, online algorithms, and machine learning • New material on topics including solving recurrence equations, hash tables, potential functions, and suffix arrays • 140 new exercises and 22 new problems • Reader feedback-informed improvements to old problems • Clearer, more personal, and gender-neutral writing style • Color added to improve visual presentation • Notes, bibliography, and index updated to reflect developments in the field • Website with new supplementary material

The Definitive

Reference Packt Publishing Ltd

The definitive guide—fully updated for Windows 10 and Windows Server 2016. Delve inside Windows architecture and internals, and see how core components work behind the scenes. Led by a team of internals experts, this classic guide has been fully updated for Windows 10 and Windows Server 2016. Whether you are a

developer or an IT professional, you'll get critical, insider perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand—knowledge you can apply to improve application design, debugging, system performance, and support. This book will help you: • Understand the Windows system architecture and its most important entities, such as processes and threads • Examine how processes manage resources and threads scheduled for execution inside processes • Observe how Windows manages virtual and physical memory • Dig into the Windows I/O system and see how device drivers work and integrate with the rest of the system • Go inside the Windows security model to see how it manages access, auditing, and authorization, and learn about the new mechanisms in Windows 10 and Server 2016
C# 9 and .NET 5 - Modern Cross-Platform Development - Fifth Edition Apress
 This new 7th edition of Pro C# 6.0 and the .NET 4.6 Platform has been

completely revised and rewritten to reflect the latest changes to the C# language specification and new advances in the .NET Framework. You'll find new chapters covering all the important new features that make .NET 4.6 the most comprehensive release yet, including: A Refined ADO.NET Entity Framework Programming Model Numerous IDE and MVVM Enhancements for WPF Desktop Development Numerous updates to the ASP.NET Web APIs This comes on top of award winning coverage of core C# features, both old and new, that have made the previous editions of this book so popular. Readers will gain a solid foundation of object-oriented development techniques, attributes and reflection, generics and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). The mission of this book is to provide you with a comprehensive foundation in the C# programming language and the core aspects of the .NET platform plus overviews of technologies built on top of C# and

.NET (ADO.NET and Entity Framework, Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), ASP.NET (WebForms, MVC, WebAPI).). Once you digest the information presented in these chapters, you'll be in a perfect position to apply this knowledge to your specific programming assignments, and you'll be well equipped to explore the .NET universe on your own terms. What You Will Learn: Be the first to understand the .NET 4.6 platform and C# 6. Discover the ins and outs of the leading .NET technology. Learn from an award-winning author who has been teaching the .NET world since version 1.0. Find complete coverage of XAML, .NET 4.6 and Visual Studio 2015 together with discussion of the new Windows Runtime. *Programming C# 5.0* MIT Press Offers a reference to key C# programming concepts covering language elements, syntax, datatypes, and tasks. **CLR Via C#** Pearson Education With its support for dynamic programming, C# 4.0 continues to

evolve as a versatile language on its own. But when C# is used with .NET Framework 4, the combination is incredibly powerful. This bestselling tutorial shows you how to build web, desktop, and rich Internet applications using C# 4.0 with .NET's database capabilities, UI framework (WPF), extensive communication services (WCF), and more. In this sixth edition, .NET experts Ian Griffiths, Matthew Adams, and Jesse Liberty cover the latest enhancements to C#, as well as the fundamentals of both the language and framework. You'll learn concurrent programming with C# 4.0, and how to use .NET tools such as the Entity Framework for easier data access, and the Silverlight platform for browser-based RIA development. Learn C# fundamentals, such as variables, flow control, loops, and methods Build complex programs with object-oriented and functional programming techniques Process large collections of data with the native query features in LINQ Communicate across networks with Windows Communication Foundation (WCF) Learn the advantages of C# 4.0's dynamic language

features Build interactive Windows Presentation rich web applications with
 Windows applications with Foundation (WPF) Create Silverlight and ASP.NET

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