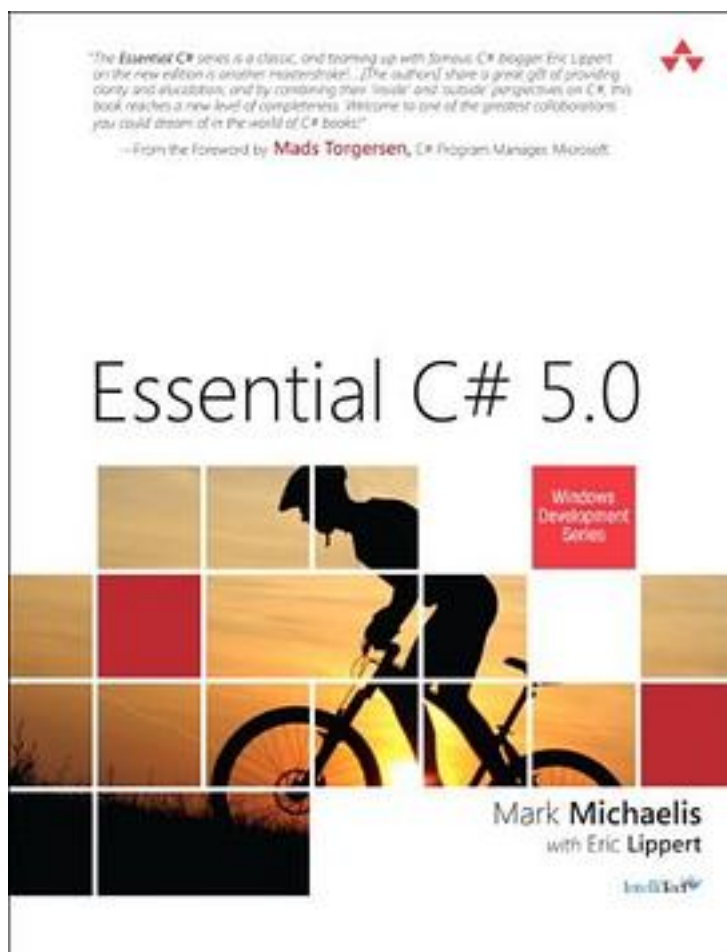


Essential C# 5.0



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著者:Mark Michaelis

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Essential C# 5.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of C# experience. Fully updated to reflect new features and programming patterns introduced with C# 5.0 and .NET 4.5, this guide shows you how

to write C# code that is simple, powerful, robust, secure, and maintainable. Microsoft MVP Mark Michaelis and C# principal developer Eric Lippert provide comprehensive coverage of the entire language, offering a complete foundation for effective software development. The authors illustrate key constructs with succinct, downloadable code examples. Graphical mind maps at the beginning of each chapter outline the material that is covered and how individual topics interrelate. This edition also includes C# Coding Guidelines that call attention to today's best practices for writing C# code. Separate indexes of C# versions 3.0, 4.0, and 5.0 make it easy to find answers specific to whatever version of C# you are using. Throughout, topics intended for beginners and advanced readers are clearly marked. If you're new to C#, this guide will help you start writing significant code quickly. If you're an experienced C# developer, you'll gain insight into today's most complex programming challenges and techniques as you master key C# 5.0 innovations such as async/await pattern. No matter how advanced your skills become, you'll come to rely on this indispensable reference. Coverage includes *

- * Mastering C# data types, operators, control flow, methods, and parameters*
- * Making the most of C# object-oriented constructs, including classes, inheritance, interfaces, and more*
- * Building reliable, effective exception handling into your code*
- * Using generics, delegates, Lambda expressions, and events to reduce code complexity*
- * Learning dynamic programming with reflection and attributes*
- * Querying virtually any type of data using LINQ with Query Expressions*
- * Creating custom collections that operate against business objects*
- * Understanding the Common Language Infrastructure and C# in the context of the .NET 4.5 development platform*
- * Taking advantage of declarative programming, embedded metadata, reflection, and attributes*
- * Thoroughly mastering multithreading and synchronization, including the new async/await paradigm*
- * Discussion of WinRT and programming in C# for Windows 8*
- * Using P/Invoke, pointers, and direct memory manipulation to interoperate with code in other languages*
- * Understanding how C# programs relate to the underlying runtime

作者介绍:

Mark Michaelis, 微软Visual Studio MVP, 现任Itron公司企业架构师, 并在著名顾问公司Pluralsight担任导师。他是广受尊敬的资深C#专家, 曾经受邀担任C#和VSTS等多个微软产品的软件设计审查顾问。除本书外, 他还与Herbert Schildt合写过COM+方面的著作。

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标签

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评论

2009年的第四版，是我编程入门的第一本书。选择C#，而不是C，C++作为第一门语言的好处在于，可以更好地理解程序逻辑本身而不过分注重程序的外表，比如语法，并且可以让人感到兴奋 -

C#是一门如此包容，近似英语的语言，可以在没有意识到的情况下看到C(P/Invoke, Pointers and Unsafe),C++(Generics and Templates),Java(GC, VM and ByteCode),JavaScript(dynamic typing),Haskell(Lambda, LinQ), Elm(XAML)的影子，等到学习其他语言，诸如Python或者Clojure的时候，就可以极其容易地掌握其要领。我仍在不厌其烦地推荐想要编程的非计算机专业的同学用C#作为入门语言。

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书评

<http://www.amazon.com/Essential-Edition-Microsoft-Windows-Development/dp/0321877586/> Essential C# 5.0 (4th Edition) (Microsoft Windows Development Series) Mark Michaelis (Author), Eric Lippert (Author) Publisher: Addison-Wesley Professional; 4 edition ...

优点:

作者对C#的基础知识讲的很清楚,同时例子也很有代表性,对初学者来说有点难度但不是很大,读起来很顺畅,相比其他的C#书籍厚度也适中,作为一本C#入门书籍非常理想. 不足:对.NET框架的内部原理和应用介绍偏少. 总结:
该书是一本优秀的C#入门书籍,但若是搞平台开发,书中讲述的...

好多人都评价是必读的好书，但是我觉得不是....我不喜欢这书，觉得有些地方讲的不明白，有写该讲的知识都没讲，也不够透彻，看书的时候是照着msdn的文档才看懂的。学C++有c++primer，学java有java核心技术，学C#的这种书，我还没找到。

原来c#不单单是c++和java的混血，在委托和lambda表达式里我似乎还看到了第三者javascript的影子，听说还有sql表达式。。。我倒想看看这么缤纷的血统是怎么统一在面向对象的思想中的
书中介绍c#的一些高级特性时，常常不忘告诉读者语言上做了简化源码的源码被编译器编译成CIL...

真的很实在，虽然我不是学c#的，但也能从中学到点东西。尤其是对内部细节的一些深入探讨，在很多入门书中几乎是不可能看到的。很高兴在国内还能看到这样的一本书，总体来说，翻译的质量并不能说非常好，但是对于很多原先就是用中文写的书来说还是要好得多，感谢作者，感谢译者。

本书实在是鄙人学习计算机语言以来见过的最好的书。无论是行文以及例子，都是那么得无懈可击。真的很好，非常典型。无论读者是什么水平，都能从中获益！

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