

Learning to Program C# 2012: What's New

Table of Contents

INTRODUCTION.....	INTRO-1
Prerequisites.....	INTRO-2
Installing the Practice Files.....	INTRO-3
Software Requirements.....	INTRO-3
Installation.....	INTRO-3
About the Author.....	INTRO-4
WHAT'S NEW IN THE VISUAL STUDIO 2012 IDE.....	1-1
Navigating Code and UI Changes.....	1-2
A Quick Tour.....	1-2
Finding and Setting Options.....	1-3
Color Themes.....	1-4
Exploring Solutions.....	1-5
Navigating the IDE with QuickLaunch.....	1-8
Using Code-Focused Rapid Application Development (RAD).....	1-9
Navigating Code.....	1-9
Adding Snippets.....	1-11
Refactoring Code.....	1-13
Extending the Environment and NuGet.....	1-27
Adding to VS with Extension Manager.....	1-27
Adding Third-Party Project References with NuGet.....	1-28
Setting Up Libraries and Projects.....	1-30
Compatibility with Visual Studio 2010.....	1-30
Understanding Profiles.....	1-30
Creating Portable Class Libraries.....	1-32
LAB 1: WHAT'S NEW IN THE VISUAL STUDIO 2012 IDE.....	1-39
Lab 1 Overview.....	1-40
Navigate Visual Studio.....	1-41
Refactor Your Code.....	1-42
Add a NuGet Package to Your Project.....	1-46
ATTRIBUTES, REFLECTION, AND DYNAMIC PROGRAMMING.....	2-1
Decorating Code with Attributes.....	2-2
Examples of Applications that Use Attributes.....	2-2
Common C# Compiler Attributes.....	2-5

Creating Custom Attributes.....	2-9
Deriving from Attribute	2-9
Specifying Named and Positional Parameters.....	2-10
Decorating with AttributeUsageAttribute	2-11
Using Reflection.....	2-13
Getting Type and TypeInfo	2-13
Exploring Type Members	2-15
Dynamic Invocation.....	2-17
Coding Dynamic Types.....	2-21
Using Dynamic Types	2-21
The Expando Object	2-22
Implementing DynamicObject	2-23
LAB 2: ATTRIBUTES, REFLECTION, AND DYNAMIC PROGRAMMING	2-29
Lab 2 Overview	2-30
Create a Custom Attribute	2-31
Use Reflection to Inspect a Type and Invoke the Type's Members.....	2-35
Write Flexible Code with the dynamic Type.....	2-40
ASYNCHRONOUS PROGRAMMING.....	3-1
Understanding the Problem with Previous Asynchronous Techniques	3-2
Where Async Fits In.....	3-2
Previous Async Technologies.....	3-2
Using the New Async and Await Keywords	3-8
Anatomy of an Async Method	3-8
Async Method Return Values	3-10
Async Lambdas	3-12
Managing Asynchronous Tasks.....	3-14
Awaiting in Sequence	3-14
Awaiting in Parallel.....	3-16
Handling Exceptions, Managing Cancellations, and Reporting Progress	3-21
Handling Async Exceptions	3-21
Cancelling Async Methods.....	3-24
Reporting Async Progress	3-27
LAB 3: ASYNCHRONOUS PROGRAMMING	3-35
Lab 3 Overview.....	3-36
Write Async Methods with Different Return Types	3-37

Run Async Methods in Parallel.....	3-40
Handle Async Exceptions	3-44
C# LANGUAGE CHANGES AND UPDATES.....	4-1
Implement New Language Features.....	4-2
Named and Optional Parameters	4-2
Caller Information.....	4-3
Covariance and Contravariance	4-5
Embedded Interop Assemblies	4-6
New Command Line Options	4-7
Learn about Some New .NET Classes	4-9
New Types of Interest	4-9
Lazy Initialization.....	4-11
New Generic Types	4-12
Understand Breaking Changes.....	4-14
Lambda Expressions	4-14
LINQ Expressions	4-15
Named Arguments	4-17
Overload Resolution	4-18
Essential Debugging and Building Code Skills	4-20
Debugging Tips.....	4-20
Debugger Windows.....	4-22
Stepping Through Code.....	4-22
Building Code.....	4-23
LAB 4: C# LANGUAGE CHANGES AND UPDATES	4-29
Lab 4 Overview	4-30
Learn How to Use Named and Optional Parameters	4-31
Create Code that Uses Various New .NET Types.....	4-34
Perform Various Debugging Tasks.....	4-41
INDEX.....	INDEX-1

