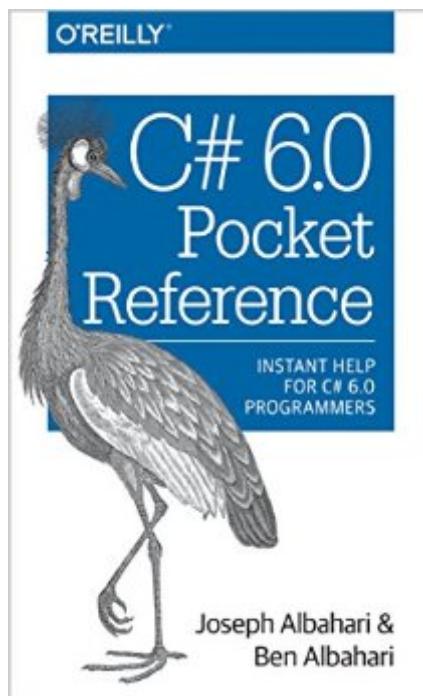


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C# 6.0 Pocket Reference: Instant Help For C# 6.0 Programmers



Synopsis

When you need answers for programming with C# 6.0, this practical and tightly focused book tells you exactly what you need to knowâ "without long introductions or bloated samples. Easy to browse, itâ ™s ideal as a quick reference or as a guide to get you rapidly up to speed if you already know Java, C++, or an earlier version of C#. Written by the author of C# 6.0 in a Nutshell, this book covers the entire C# 6.0 language, including:

- All of C#â ™s fundamentals
- Advanced topics such as operator overloading, type constraints, covariance and contravariance, iterators, nullable types, operator lifting, lambda expressions, and closures
- LINQ, starting with sequences, lazy execution and standard query operators, and finishing with a complete reference to query expressions
- Dynamic binding and asynchronous functions
- Unsafe code & pointers, custom attributes, preprocessor directives, and XML documentation

Book Information

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Customer Reviews

This is an exceptional reference. I like to page through it to get reminders of less commonly used concepts and keep them at the front of my mind. Highly recommended, and at this price have a copy at the office, at home and wherever your reading room is. Excellent choice at an excellent price.

Though the term "Pocket Reference" may evoke twinges of quaintness in the information always available in your face internet age, the Albahari brothers C# pocket reference still remains plenty

useful. First of all, it organizes the vast, seemingly limitless, landscape of fundamental C# into a mere 200 pages. The material also unfolds in meaningful order, from most basic to more advanced, which an equivalent internet reference may not do. One big advantage of the analog ink saturated paper form is that it doesn't require electricity, at least not during the daytime, and provides a quick page flipping interface that requires no batteries, boot-ups or Wi-fi connections. Of course, while programming most people will have electricity and an internet connection handy, so perhaps those advantages have wilted somewhat over time. So maybe it serves its purpose best by allowing programmers' eyeballs some much needed time away from computer monitors. In any case, the book also comes in electronic formats for those who prefer non bound digital reading. In either physical or virtual format, it provides a great C# reference and reading it cover to cover will give anyone a basic idea of what the fundamentals of C# can do. The word "reference" has deep meaning here. No one should approach this as a "how to" book or as an exhaustive C# tutorial. Cramming all of this information into 200 pages means that each explanation has to keep to a few pages at most. As such, most of the examples are very simple and not typically very in depth. They mean to give a mere whiff or a taste of the functionality discussed and to provide general guidance. That said, the book will allow new comers to C# a curated tour of the language, which will allow for searching out more complex examples elsewhere. It excels mostly at organizing its subject matter and giving a frame of reference for "can C# do this?" type of questions. Seasoned C# veterans should have the majority of this book down cold. In this case it serves as a reinforcer or a memory jogger for infrequently used concepts. Possibly its most potentially valuable use is cramming before interviews. Building on the term "reference," this book contains voluminous references for elements of C#: data types, operators, access modifiers, LINQ statements, XML documentation tags, etc. The basic concepts build into more advanced concepts including object oriented programming, variance and covariance, delegates, lambda expressions, asynchronous programming and countless others. The more advanced the book gets, the more supplemental information is required to fully grasp the concept. "C# 6.0 in a Nutshell," with its Titanic girth, fulfills this need and serves as a great companion to the Pocket Reference. Unlike the Pocket Reference, the Nutshell book talks about upcoming features, such as the Roslyn compiler. This edition of the Pocket Reference carries on a long standing tradition that stretches back to the earliest versions of C#. Each edition has highlighted new features and also increases greatly in page number. Any more pages and this Pocket Reference will begin to rip open jackets and pants, much to the chagrin of time starved and stressed programmers. For this reason, perhaps the electronic version will prevail in the future?

A very nice balance of coding examples and content for a reference book. Do not expect to learn new detailed concepts, this is all about when you know some technique exists, it will give you specific words and examples through C# 6.0 (came out with Visual Studio 2015).

Despite its small size, very comprehensive. I go to this book first when I have questions about C# (caveat; I've only been using it for several weeks.)

This is a very nice small (pocket sized, imagine that!) book with short, informative items on the C# language. It will be sitting next to me at work, as a handy adjunct to Internet searches.

I've sought this kind book for programming. It kindly explain the concept of c#. You may need and this book may suggest you an answer.

Great book and far more comprehensive than you'd expect from the words "quick reference" in the title would otherwise suggest.

This book is awesome. It is great for experienced coders and beginners. I love how it gets straight into the code.

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