免费电子书

学习

.NET Framework

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#.net

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1: .NET Framework

.NET FrameworkMicrosoft。.NETMicrosoftMSIL。 MSILCLR。

.NET Framework“Hello World”。 “Hello World”“Hello World”。。。

.NET

。

1.0	2002213
1.1	2003-04-24
2.0	2005-11-07
3.0	2006-11-06
3.5	2007-11-19
3.5 SP1	2008-08-11
4	2010-04-12
4.5	2012-08-15
4.5.1	○
4.5.2	201455
4.6	2015-07-20
4.6.1	○
4.6.2	201682
4.7	201745

1.0	2000-01-01
2.0	2005-10-01
3.5	2007-11-19
3.7	2009-01-01

3.9	201361

4.2	2011-10-04
4.3	2012124
4.4	20151020

Examples

CHello World

```
using System;

class Program
{
    // The Main() function is the first function to be executed in a program
    static void Main()
    {
        // Write the string "Hello World to the standard out
        Console.WriteLine("Hello World");
    }
}
```

`Console.WriteLine`。 “Hello World”“Hello World”。 `.ToString` 。 .NET Framework 。

.NET Fiddle

C

Visual Basic .NETHello World

```
Imports System

Module Program
    Public Sub Main()
        Console.WriteLine("Hello World")
    End Sub
End Module
```

.NET Fiddle

Visual Basic .NET

FHello World

```
open System
```

```
[<EntryPoint>]
let main argv =
    printfn "Hello World"
    0
```

.NET Fiddle

F

C ++ / CLIHello World

```
using namespace System;

int main(array<String^>^ args)
{
    Console::WriteLine("Hello World");
}
```

PowerShellHello World

```
Write-Host "Hello World"
```

PowerShell

NemerleHello World

```
System.Console.WriteLine("Hello World");
```

OxygeneHello World

```
namespace HelloWorld;

interface

type
  App = class
  public
    class method Main(args: array of String);
  end;

implementation

class method App.Main(args: array of String);
begin
  Console.WriteLine('Hello World');
end;

end.
```

```
print "Hello World"
```

PythonHello WorldIronPython

```
print "Hello World"
```

```
import clr
from System import Console
Console.WriteLine("Hello World")
```

ILHello World

```
.class public auto ansi beforefieldinit Program
       extends [mscorlib]System.Object
{
  .method public hidebysig static void  Main() cil managed
  {
    .maxstack  8
    IL_0000:  nop
    IL_0001:  ldstr      "Hello World"
    IL_0006:  call       void [mscorlib]System.Console::WriteLine(string)
    IL_000b:  nop
    IL_000c:  ret
  }

  .method public hidebysig specialname rtspecialname
         instance void  .ctor() cil managed
  {
    .maxstack  8
    IL_0000:  ldarg.0
    IL_0001:  call       instance void [mscorlib]System.Object::.ctor()
    IL_0006:  ret
  }

}
```

.NET Framework https://riptutorial.com/zh-CN/dot-net/topic/14/-net-framework

2: .NET

.NET CoreGitHubMicrosoft.NET。WindowsmacOSLinux/。

.NET Core。

。

.NET Core - - 。.NET Core

- ASP.NET
- Windows 10WindowsUWP
- Xamarin.Forms

.NET Core.NET.NET。

.NETAPI.NET.NET API。 .NET.NET.NET。

Examples

```
public class Program
{
    public static void Main(string[] args)
    {
        Console.WriteLine("\nWhat is your name? ");
        var name = Console.ReadLine();
        var date = DateTime.Now;
        Console.WriteLine("\nHello, {0}, on {1:d} at {1:t}", name, date);
        Console.Write("\nPress any key to exit...");
        Console.ReadKey(true);
    }
}
```

.NET https://riptutorial.com/zh-CN/dot-net/topic/9059/-net

3: ADO.NET

ADOActiveX.NetMicrosoftSQL ServerOracleXML。 .NetADO.Net。

ADO.Net。 。

`Parameters.AddWithValue` `AddWithValue` **SQL**`AddWithValue`。 。 。 SQL Server`char` / `varchar` “n”`date` .NET。 `Add` 。

Examples

SQL

```
// Uses Windows authentication. Replace the Trusted_Connection parameter with
// User Id=...;Password=...; to use SQL Server authentication instead. You may
// want to find the appropriate connection string for your server.
string connectionString =
@"Server=myServer\myInstance;Database=myDataBase;Trusted_Connection=True;"

string sql = "INSERT INTO myTable (myDateTimeField, myIntField) " +
    "VALUES (@someDateTime, @someInt);";

// Most ADO.NET objects are disposable and, thus, require the using keyword.
using (var connection = new SqlConnection(connectionString))
using (var command = new SqlCommand(sql, connection))
{
    // Use parameters instead of string concatenation to add user-supplied
    // values to avoid SQL injection and formatting issues. Explicitly supply datatype.

    // System.Data.SqlDbType is an enumeration. See Note1
    command.Parameters.Add("@someDateTime", SqlDbType.DateTime).Value = myDateTimeVariable;
    command.Parameters.Add("@someInt", SqlDbType.Int).Value = myInt32Variable;

    // Execute the SQL statement. Use ExecuteScalar and ExecuteReader instead
    // for query that return results (or see the more specific examples, once
    // those have been added).

    connection.Open();
    command.ExecuteNonQuery();
}
```

1SqlDbTypeMSFT SQL Server。

2MySqlDbType EnumerationMySQL。

- Sql

```
public void SaveNewEmployee(Employee newEmployee)
{
    // best practice - wrap all database connections in a using block so they are always
closed & disposed even in the event of an Exception
    // best practice - retrieve the connection string by name from the app.config or
```

```
web.config (depending on the application type) (note, this requires an assembly reference to
System.configuration)
    using(SqlConnection con = new
SqlConnection(System.Configuration.ConfigurationManager.ConnectionStrings["MyConnectionName"].Connectio

    {
        // best practice - use column names in your INSERT statement so you are not dependent
on the sql schema column order
        // best practice - always use parameters to avoid sql injection attacks and errors if
malformed text is used like including a single quote which is the sql equivalent of escaping
or starting a string (varchar/nvarchar)
        // best practice - give your parameters meaningful names just like you do variables in
your code
        using(SqlCommand sc = new SqlCommand("INSERT INTO employee (FirstName, LastName,
DateOfBirth /*etc*/) VALUES (@firstName, @lastName, @dateOfBirth /*etc*/)", con))
        {
            // best practice - always specify the database data type of the column you are
using
            // best practice - check for valid values in your code and/or use a database
constraint, if inserting NULL then use System.DbNull.Value
            sc.Parameters.Add(new SqlParameter("@firstName", SqlDbType.VarChar, 200){Value =
newEmployee.FirstName ?? (object) System.DBNull.Value});
            sc.Parameters.Add(new SqlParameter("@lastName", SqlDbType.VarChar, 200){Value =
newEmployee.LastName ?? (object) System.DBNull.Value});

            // best practice - always use the correct types when specifying your parameters,
Value is assigned to a DateTime instance and not a string representation of a Date
            sc.Parameters.Add(new SqlParameter("@dateOfBirth", SqlDbType.Date){ Value =
newEmployee.DateOfBirth });

            // best practice - open your connection as late as possible unless you need to
verify that the database connection is valid and wont fail and the proceeding code execution
takes a long time (not the case here)
            con.Open();
            sc.ExecuteNonQuery();
        }

        // the end of the using block will close and dispose the SqlConnection
        // best practice - end the using block as soon as possible to release the database
connection
    }
}

// supporting class used as parameter for example
public class Employee
{
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public DateTime DateOfBirth { get; set; }
}
```

ADO.NET

- 。。= 100.SQL Server。 SQL Server
- 。StatementC
- app.configweb.config
    - System.configuration
    -

- ◦ sql
  ◦ sqlvarchar / nvarchar
  ◦
- ◦ Sql//
  ◦ Sql
  ◦
  ◦ “ ”。
  ◦ DateTimeDateTime
  ◦ 。SQL Server。-1MAX
  ◦ AddWithValue /。AddWithValue
- ◦ 。
  ◦ SqlConnection。“”。
    ◦
    ◦

```
var providerName = "System.Data.SqlClient";    //Oracle.ManagedDataAccess.Client, IBM.Data.DB2
var connectionString = "{your-connection-string}";
//you will probably get the above two values in the ConnectionStringSettings object from
.config file

var factory = DbProviderFactories.GetFactory(providerName);
using(var connection = factory.CreateConnection()) {    //IDbConnection
    connection.ConnectionString = connectionString;
    connection.Open();

    using(var command = connection.CreateCommand()) {    //IDbCommand
        command.CommandText = "{query}";

        using(var reader = command.ExecuteReader()) {    //IDataReader
            while(reader.Read()) {
                ...
            }
        }
    }
}
```

ADO.NET https://riptutorial.com/zh-CN/dot-net/topic/3589/ado-net

4: ASP.NET MVCASP.NET

ASP.NET

.resx。 [[[。]]]。 `HttpModule`.po。 `HttpModule`。 。

.po。 .po。

Examples

1. I18N nugetMVC。
2. web.config`i18n.LocalizingModule<httpModules><modules>`。

```
<!-- IIS 6 -->
<httpModules>
  <add name="i18n.LocalizingModule" type="i18n.LocalizingModule, i18n" />
</httpModules>

<!-- IIS 7 -->
<system.webServer>
  <modules>
    <add name="i18n.LocalizingModule" type="i18n.LocalizingModule, i18n" />
  </modules>
</system.webServer>
```

3. “locale”。 。 `/locale/fr/` 。
4. `messages.po`。
5. `messages.po`

```
#: Translation test
msgid "Hello, world!"
msgstr "Bonjour le monde!"
```

6. 。

```
using System.Web.Mvc;

namespace I18nDemo.Controllers
{
    public class DefaultController : Controller
    {
        public ActionResult Index()
        {
            // Text inside [[[triple brackets]]] must precisely match
            // the msgid in your .po file.
            return Content("[[[Hello, world!]]]");
        }
    }
}
```

7. MVChttp// localhost[yourportnumber] / default 。

URL

http// localhost[yourportnumber] / en / default 。

8. `/fr/` URL`/en/` 。 。
9. `/default` 。 URL。
10. web.config`locale`。

```
<!-- IIS 6 -->
<system.web>
  <httpHandlers>
    <add path="*" verb="*" type="System.Web.HttpNotFoundHandler"/>
  </httpHandlers>
</system.web>

<!-- IIS 7 -->
<system.webServer>
  <handlers>
    <remove name="BlockViewHandler"/>
   <add name="BlockViewHandler" path="*" verb="*" preCondition="integratedMode"
type="System.Web.HttpNotFoundHandler"/>
  </handlers>
</system.webServer>
```

ASP.NET MVCASP.NET https://riptutorial.com/zh-CN/dot-net/topic/5086/asp-net-mvcasp-net

5: CLR

Examples

CLR.NET Framework。

- **Common Intermediate Language** CILIL
- Just-In-Time
-
- AppDomains
-

CLRCLR 。 。

CLR https://riptutorial.com/zh-CN/dot-net/topic/3942/clr

6: DateTime

Examples

ParseExact

```
var dateString = "2015-11-24";

var date = DateTime.ParseExact(dateString, "yyyy-MM-dd", null);
Console.WriteLine(date);
```

11/24/2015 12:00:00 AM

CultureInfo.CurrentCulturenull◦ ◦

```
var date = DateTime.ParseExact("24|201511", "dd|yyyyMM", null);
Console.WriteLine(date);
```

11/24/2015 12:00:00 AM

```
var date = DateTime.ParseExact("2015|11|24", "yyyy|MM|dd", null);
Console.WriteLine(date);
```

11/24/2015 12:00:00 AM

```
var date = DateTime.ParseExact("2015-01-24 11:11:30", "yyyy-mm-dd hh:MM:ss", null);
Console.WriteLine(date);
```

11/24/2015 11:01:30 AM

◦

```
var date = DateTime.ParseExact("11/24/2015", "d", new CultureInfo("en-US"));
var date = DateTime.ParseExact("2015-11-24T10:15:45", "s", null);
var date = DateTime.ParseExact("2015-11-24 10:15:45Z", "u", null);
```

ArgumentNullException

```
var date = DateTime.ParseExact(null, "yyyy-MM-dd", null);
var date = DateTime.ParseExact("2015-11-24", null, null);
```

FormatException

```
var date = DateTime.ParseExact("", "yyyy-MM-dd", null);
var date = DateTime.ParseExact("2015-11-24", "", null);
var date = DateTime.ParseExact("2015-0C-24", "yyyy-MM-dd", null);
var date = DateTime.ParseExact("2015-11-24", "yyyy-QQ-dd", null);
```

```
// Single-character format strings must be one of the standard formats
var date = DateTime.ParseExact("2015-11-24", "q", null);

// Format strings must match the input exactly* (see next section)
var date = DateTime.ParseExact("2015-11-24", "d", null); // Expects 11/24/2015 or 24/11/2015
for most cultures
```

```
var date = DateTime.ParseExact("2015-11-24T10:15:45",
  new [] { "s", "t", "u", "yyyy-MM-dd" }, // Will succeed as long as input matches one of
these
  CultureInfo.CurrentCulture, DateTimeStyles.None);
```

```
var dateString = "10/11/2015";
var date = DateTime.ParseExact(dateString, "d", new CultureInfo("en-US"));
Console.WriteLine("Day: {0}; Month: {1}", date.Day, date.Month);
```

11;10

```
date = DateTime.ParseExact(dateString, "d", new CultureInfo("en-GB"));
Console.WriteLine("Day: {0}; Month: {1}", date.Day, date.Month);
```

10;11

TryParse

DateTime ◦ out◦

outDateTime.MinValue ◦

TryParsestringout DateTime

```
DateTime parsedValue;

if (DateTime.TryParse("monkey", out parsedValue))
{
   Console.WriteLine("Apparently, 'monkey' is a date/time value. Who knew?");
}
```

ISO 8601◦

```
DateTime.TryParse("11/24/2015 14:28:42", out parsedValue); // true
DateTime.TryParse("2015-11-24 14:28:42", out parsedValue); // true
DateTime.TryParse("2015-11-24T14:28:42", out parsedValue); // true
DateTime.TryParse("Sat, 24 Nov 2015 14:28:42", out parsedValue); // true
```

◦ ◦

```
// System set to en-US culture
bool result = DateTime.TryParse("24/11/2015", out parsedValue);
Console.WriteLine(result);
```

```
// System set to en-GB culture
bool result = DateTime.TryParse("11/24/2015", out parsedValue);
Console.WriteLine(result);
```

```
// System set to en-GB culture
bool result = DateTime.TryParse("10/11/2015", out parsedValue);
Console.WriteLine(result);
```

11101011。

TryParsestringIFormatProviderDateTimeStylesout DateTime

```
if (DateTime.TryParse(" monkey ", new CultureInfo("en-GB"),
    DateTimeStyles.AllowLeadingWhite | DateTimeStyles.AllowTrailingWhite, out parsedValue)
{
    Console.WriteLine("Apparently, ' monkey ' is a date/time value. Who knew?");
}
```

◦ IFormatProvidernull◦

◦ IFormatProviderDateTimeStyles ◦

- NotSupportedException IFormatProvider
- ArgumentException DateTimeStylesAssumeLocalAssumeUniversal ◦

TryParseExact

TryParseParseExact◦

TryParseExactstringstringIFormatProviderDateTimeStylesout DateTime

◦ ◦

```
DateTime.TryParseExact("11242015", "MMddyyyy", null, DateTimeStyles.None, out parsedValue); //
true
```

TryParseExactstringstring []IFormatProviderDateTimeStylesout DateTime

◦ ◦

```
DateTime.TryParseExact("11242015", new [] { "yyyy-MM-dd", "MMddyyyy" }, null,
DateTimeStyles.None, out parsedValue); // true
```

DateTime https://riptutorial.com/zh-CN/dot-net/topic/58/datetime

7: HTTP

HTTP / 1.1 RFC

- 7230
- 7231
- 7232
- 7233
- 7234
- 7235Authenticaion
- 7239HTTP
- 7240HTTP

RFC

- 7236
- 7237

RFC

- 7238308

- 4918WebHTTPWebDAV
- 4791WebDAVCalDAV

Examples

System.Net.HttpWebRequestGET

```
string requestUri = "http://www.example.com";
string responseData;

HttpWebRequest request = (HttpWebRequest)WebRequest.Create(parameters.Uri);
WebResponse response = request.GetResponse();

using (StreamReader responseReader = new StreamReader(response.GetResponseStream()))
{
    responseData = responseReader.ReadToEnd();
}
```

System.Net.WebClientGET

```
string requestUri = "http://www.example.com";
string responseData;

using (var client = new WebClient())
{
    responseData = client.DownloadString(requestUri);
}
```

System.Net.HttpClientGET

`HttpClient`NuGetMicrosoft HTTP Client Libraries 。

```
string requestUri = "http://www.example.com";
string responseData;

using (var client = new HttpClient())
{
    using(var response = client.GetAsync(requestUri).Result)
    {
       response.EnsureSuccessStatusCode();
       responseData = response.Content.ReadAsStringAsync().Result;
    }
}
```

System.Net.HttpWebRequestPOST

```
string requestUri = "http://www.example.com";
string requestBodyString = "Request body string.";
string contentType = "text/plain";
string requestMethod = "POST";

HttpWebRequest request = (HttpWebRequest)WebRequest.Create(requestUri)
{
  Method = requestMethod,
  ContentType = contentType,
};

byte[] bytes = Encoding.UTF8.GetBytes(requestBodyString);
Stream stream = request.GetRequestStream();
stream.Write(bytes, 0, bytes.Length);
stream.Close();

HttpWebResponse response = (HttpWebResponse)request.GetResponse();
```

System.Net.WebClientPOST

```
string requestUri = "http://www.example.com";
string requestBodyString = "Request body string.";
string contentType = "text/plain";
string requestMethod = "POST";

byte[] responseBody;
byte[] requestBodyBytes = Encoding.UTF8.GetBytes(requestBodyString);

using (var client = new WebClient())
{
    client.Headers[HttpRequestHeader.ContentType] = contentType;
    responseBody = client.UploadData(requestUri, requestMethod, requestBodyBytes);
}
```

System.Net.HttpClientPOST

`HttpClient`NuGetMicrosoft HTTP Client Libraries 。

```
string requestUri = "http://www.example.com";
string requestBodyString = "Request body string.";
string contentType = "text/plain";
string requestMethod = "POST";

var request = new HttpRequestMessage
{
    RequestUri = requestUri,
    Method = requestMethod,
};

byte[] requestBodyBytes = Encoding.UTF8.GetBytes(requestBodyString);
request.Content = new ByteArrayContent(requestBodyBytes);

request.Content.Headers.ContentType = new MediaTypeHeaderValue(contentType);

HttpResponseMessage result = client.SendAsync(request).Result;
result.EnsureSuccessStatusCode();
```

System.Net.Http.HttpClientHTTP

```
using System;
using System.IO;
using System.Linq;
using System.Net.Http;
using System.Threading.Tasks;

class HttpGet
{
    private static async Task DownloadAsync(string fromUrl, string toFile)
    {
        using (var fileStream = File.OpenWrite(toFile))
        {
            using (var httpClient = new HttpClient())
            {
                Console.WriteLine("Connecting...");
                using (var networkStream = await httpClient.GetStreamAsync(fromUrl))
                {
                    Console.WriteLine("Downloading...");
                    await networkStream.CopyToAsync(fileStream);
                    await fileStream.FlushAsync();
                }
            }
        }
    }

    static void Main(string[] args)
    {
        try
        {
            Run(args).Wait();
        }
        catch (Exception ex)
        {
            if (ex is AggregateException)
                ex = ((AggregateException)ex).Flatten().InnerExceptions.First();
```

```
            Console.WriteLine("--- Error: " +
                (ex.InnerException?.Message ?? ex.Message));
        }
    }
    static async Task Run(string[] args)
    {
        if (args.Length < 2)
        {
            Console.WriteLine("Basic HTTP downloader");
            Console.WriteLine();
            Console.WriteLine("Usage: httpget <url>[<:port>] <file>");
            return;
        }

        await DownloadAsync(fromUrl: args[0], toFile: args[1]);

        Console.WriteLine("Done!");
    }
}
```

HTTP https://riptutorial.com/zh-CN/dot-net/topic/32/http

8: HTTP

Examples

HTTPHttpListener

。

。

ASCII*Content-Disposition*。

```
using System;
using System.IO;
using System.Net;

class HttpFileServer
{
    private static HttpListenerResponse response;
    private static HttpListener listener;
    private static string baseFilesystemPath;

    static void Main(string[] args)
    {
        if (!HttpListener.IsSupported)
        {
            Console.WriteLine(
                "*** HttpListener requires at least Windows XP SP2 or Windows Server 2003.");
            return;
        }

        if(args.Length < 2)
        {
            Console.WriteLine("Basic read-only HTTP file server");
            Console.WriteLine();
            Console.WriteLine("Usage: httpfileserver <base filesystem path> <port>");
            Console.WriteLine("Request format: http://url:port/path/to/file.ext");
            return;
        }

        baseFilesystemPath = Path.GetFullPath(args[0]);
        var port = int.Parse(args[1]);

        listener = new HttpListener();
        listener.Prefixes.Add("http://*:" + port + "/");
        listener.Start();

        Console.WriteLine("--- Server stated, base path is: " + baseFilesystemPath);
        Console.WriteLine("--- Listening, exit with Ctrl-C");
        try
        {
            ServerLoop();
        }
        catch(Exception ex)
        {
```

```
            Console.WriteLine(ex);
            if(response != null)
            {
                SendErrorResponse(500, "Internal server error");
            }
        }
    }

    static void ServerLoop()
    {
        while(true)
        {
            var context = listener.GetContext();

            var request = context.Request;
            response = context.Response;
            var fileName = request.RawUrl.Substring(1);
            Console.WriteLine(
                "--- Got {0} request for: {1}",
                request.HttpMethod, fileName);

            if (request.HttpMethod.ToUpper() != "GET")
            {
                SendErrorResponse(405, "Method must be GET");
                continue;
            }

            var fullFilePath = Path.Combine(baseFilesystemPath, fileName);
            if(!File.Exists(fullFilePath))
            {
                SendErrorResponse(404, "File not found");
                continue;
            }

            Console.Write("    Sending file...");
            using (var fileStream = File.OpenRead(fullFilePath))
            {
                response.ContentType = "application/octet-stream";
                response.ContentLength64 = (new FileInfo(fullFilePath)).Length;
                response.AddHeader(
                    "Content-Disposition",
                    "Attachment; filename=\"" + Path.GetFileName(fullFilePath) + "\"");
                fileStream.CopyTo(response.OutputStream);
            }

            response.OutputStream.Close();
            response = null;
            Console.WriteLine(" Ok!");
        }
    }

    static void SendErrorResponse(int statusCode, string statusResponse)
    {
        response.ContentLength64 = 0;
        response.StatusCode = statusCode;
        response.StatusDescription = statusResponse;
        response.OutputStream.Close();
        Console.WriteLine("*** Sent error: {0} {1}", statusCode, statusResponse);
    }
}
```

HTTPASP.NET Core

1 - 。

2 - `project.jsonrootDirectory`

```
{
  "dependencies": {
    "Microsoft.AspNet.Server.Kestrel": "1.0.0-rc1-final",
    "Microsoft.AspNet.StaticFiles": "1.0.0-rc1-final"
  },

  "commands": {
    "web": "Microsoft.AspNet.Server.Kestrel --server.urls http://localhost:60000"
  },

  "frameworks": {
    "dnxcore50": { }
  },

  "fileServer": {
    "rootDirectory": "c:\\users\\username\\Documents"
  }
}
```

3 - `Startup.cs`

```
using System;
using Microsoft.AspNet.Builder;
using Microsoft.AspNet.FileProviders;
using Microsoft.AspNet.Hosting;
using Microsoft.AspNet.StaticFiles;
using Microsoft.Extensions.Configuration;

public class Startup
{
    public void Configure(IApplicationBuilder app)
    {
        var builder = new ConfigurationBuilder();
        builder.AddJsonFile("project.json");
        var config = builder.Build();
        var rootDirectory = config["fileServer:rootDirectory"];
        Console.WriteLine("File server root directory: " + rootDirectory);

        var fileProvider = new PhysicalFileProvider(rootDirectory);

        var options = new StaticFileOptions();
        options.ServeUnknownFileTypes = true;
        options.FileProvider = fileProvider;
        options.OnPrepareResponse = context =>
        {
            context.Context.Response.ContentType = "application/octet-stream";
            context.Context.Response.Headers.Add(
                "Content-Disposition",
                $"Attachment; filename=\"{context.File.Name}\"");
        };

        app.UseStaticFiles(options);
```

```
    }
}
```

4 -

```
dnvm use 1.0.0-rc1-final -r coreclr -p
dnu restore
```

◦ `dnvm list`CLR◦

5 - `dnx web` `dnx web` ◦ `http://localhost:60000/path/to/file.ext`◦

ASCIIContent-Disposition◦

HTTP https://riptutorial.com/zh-CN/dot-net/topic/53/http

9: JIT

JIT。 JIT.NET。 CLRCFVisual BasicIL。。。

JIT

- CLRILIL。
- JIT

JITWikipedia https //en.wikipedia.org/wiki/Just-in-time_compilation

Examples

IL

Hello World

```
using System;

namespace HelloWorld
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World");
        }
    }
}
```

ILJIT

```
//  Microsoft (R) .NET Framework IL Disassembler.  Version 4.6.1055.0
//  Copyright (c) Microsoft Corporation.  All rights reserved.



// Metadata version: v4.0.30319
.assembly extern mscorlib
{
  .publickeytoken = (B7 7A 5C 56 19 34 E0 89 )                         // .z\V.4..
  .ver 4:0:0:0
}
.assembly HelloWorld
{
  .custom instance void
[mscorlib]System.Runtime.CompilerServices.CompilationRelaxationsAttribute::.ctor(int32) = ( 01
00 08 00 00 00 00 00 )
  .custom instance void
[mscorlib]System.Runtime.CompilerServices.RuntimeCompatibilityAttribute::.ctor() = ( 01 00 01
00 54 02 16 57 72 61 70 4E 6F 6E 45 78   // ....T..WrapNonEx

63 65 70 74 69 6F 6E 54 68 72 6F 77 73 01 )       // ceptionThrows.
```

```
  // --- The following custom attribute is added automatically, do not uncomment -------
  //  .custom instance void [mscorlib]System.Diagnostics.DebuggableAttribute::.ctor(valuetype
[mscorlib]System.Diagnostics.DebuggableAttribute/DebuggingModes) = ( 01 00 07 01 00 00 00 00 )


  .custom instance void [mscorlib]System.Reflection.AssemblyTitleAttribute::.ctor(string) = (
01 00 0A 48 65 6C 6C 6F 57 6F 72 6C 64 00 00 )    // ...HelloWorld..
  .custom instance void
[mscorlib]System.Reflection.AssemblyDescriptionAttribute::.ctor(string) = ( 01 00 00 00 00 )
  .custom instance void
[mscorlib]System.Reflection.AssemblyConfigurationAttribute::.ctor(string) = ( 01 00 00 00 00 )

  .custom instance void [mscorlib]System.Reflection.AssemblyCompanyAttribute::.ctor(string) =
( 01 00 00 00 00 )
  .custom instance void [mscorlib]System.Reflection.AssemblyProductAttribute::.ctor(string) =
( 01 00 0A 48 65 6C 6C 6F 57 6F 72 6C 64 00 00 )    // ...HelloWorld..
  .custom instance void [mscorlib]System.Reflection.AssemblyCopyrightAttribute::.ctor(string)
= ( 01 00 12 43 6F 70 79 72 69 67 68 74 20 C2 A9 20   // ...Copyright ..

20 32 30 31 37 00 00 )                            //  2017..
  .custom instance void [mscorlib]System.Reflection.AssemblyTrademarkAttribute::.ctor(string)
= ( 01 00 00 00 00 )
  .custom instance void
[mscorlib]System.Runtime.InteropServices.ComVisibleAttribute::.ctor(bool) = ( 01 00 00 00 00 )

  .custom instance void [mscorlib]System.Runtime.InteropServices.GuidAttribute::.ctor(string)
= ( 01 00 24 33 30 38 62 33 64 38 36 2D 34 31 37 32   // ..$308b3d86-4172

2D 34 30 32 32 2D 61 66 63 63 2D 33 66 38 65 33   // -4022-afcc-3f8e3

32 33 33 63 35 62 30 00 00 )                      // 233c5b0..
  .custom instance void
[mscorlib]System.Reflection.AssemblyFileVersionAttribute::.ctor(string) = ( 01 00 07 31 2E 30
2E 30 2E 30 00 00 )             // ...1.0.0.0..
  .custom instance void
[mscorlib]System.Runtime.Versioning.TargetFrameworkAttribute::.ctor(string) = ( 01 00 1C 2E 4E
45 54 46 72 61 6D 65 77 6F 72 6B   // ....NETFramework

2C 56 65 72 73 69 6F 6E 3D 76 34 2E 35 2E 32 01   // ,Version=v4.5.2.

00 54 0E 14 46 72 61 6D 65 77 6F 72 6B 44 69 73   // .T..FrameworkDis

70 6C 61 79 4E 61 6D 65 14 2E 4E 45 54 20 46 72   // playName..NET Fr

61 6D 65 77 6F 72 6B 20 34 2E 35 2E 32 )          // amework 4.5.2
  .hash algorithm 0x00008004
  .ver 1:0:0:0
}
.module HelloWorld.exe
// MVID: {2A7E1D59-1272-4B47-85F6-D7E1ED057831}
.imagebase 0x00400000
.file alignment 0x00000200
.stackreserve 0x00100000
.subsystem 0x0003       // WINDOWS_CUI
.corflags 0x00020003    //  ILONLY 32BITPREFERRED
// Image base: 0x0000021C70230000


// =============== CLASS MEMBERS DECLARATION ===================
```

```
.class private auto ansi beforefieldinit HelloWorld.Program
       extends [mscorlib]System.Object
{
  .method private hidebysig static void  Main(string[] args) cil managed
  {
    .entrypoint
    // Code size       13 (0xd)
    .maxstack  8
    IL_0000:  nop
    IL_0001:  ldstr      "Hello World"
    IL_0006:  call       void [mscorlib]System.Console::WriteLine(string)
    IL_000b:  nop
    IL_000c:  ret
  } // end of method Program::Main

  .method public hidebysig specialname rtspecialname
          instance void  .ctor() cil managed
  {
    // Code size       8 (0x8)
    .maxstack  8
    IL_0000:  ldarg.0
    IL_0001:  call       instance void [mscorlib]System.Object::.ctor()
    IL_0006:  nop
    IL_0007:  ret
  } // end of method Program::.ctor

} // end of class HelloWorld.Program
```

MS ILDASMIL

JIT https://riptutorial.com/zh-CN/dot-net/topic/9222/jit

10: JSON

JavaScriptSerializerJson.NET

JavaScriptSerializer.NET 3.5.NETAJAX。 JSON。

JavaScriptSerializerMicrosoftJson.NET。 Json.NETJSONJavaScriptConverterJavaScriptSerializer
。

Examples

System.Web.Script.Serialization.JavaScriptSerializer

JavaScriptSerializer.Deserialize<T>(input)JavaScriptSerializerJSON<T>。

```
using System.Collections;
using System.Web.Script.Serialization;

// ...

string rawJSON = "{\"Name\":\"Fibonacci Sequence\",\"Numbers\":[0, 1, 1, 2, 3, 5, 8, 13]}";

JavaScriptSerializer JSS = new JavaScriptSerializer();
Dictionary<string, object> parsedObj = JSS.Deserialize<Dictionary<string, object>>(rawJSON);

string name = parsedObj["Name"].toString();
ArrayList numbers = (ArrayList)parsedObj["Numbers"]
```

JavaScriptSerializer.NET 3.5

Json.NET

```
internal class Sequence{
    public string Name;
    public List<int> Numbers;
}

// ...

string rawJSON = "{\"Name\":\"Fibonacci Sequence\",\"Numbers\":[0, 1, 1, 2, 3, 5, 8, 13]}";

Sequence sequence = JsonConvert.DeserializeObject<Sequence>(rawJSON);
```

Json.NET 。

Json.NET.NET2。

Json.NET

```
[JsonObject("person")]
public class Person
{
    [JsonProperty("name")]
    public string PersonName { get; set; }
    [JsonProperty("age")]
    public int PersonAge { get; set; }
    [JsonIgnore]
    public string Address { get; set; }
}

Person person = new Person { PersonName = "Andrius", PersonAge = 99, Address = "Some address"
};
string rawJson = JsonConvert.SerializeObject(person);

Console.WriteLine(rawJson); // {"name":"Andrius","age":99}
```

jsonjsonJsonIgnore。

Json.NET 。

C*PascalCase*。JSON*camelCase*。 。

```
using Newtonsoft.Json;
using Newtonsoft.Json.Serialization;

public class Person
{
    public string Name { get; set; }
    public int Age { get; set; }
    [JsonIgnore]
    public string Address { get; set; }
}

public void ToJson() {
    Person person = new Person { Name = "Andrius", Age = 99, Address = "Some address" };
    var resolver = new CamelCasePropertyNamesContractResolver();
    var settings = new JsonSerializerSettings { ContractResolver = resolver };
    string json = JsonConvert.SerializeObject(person, settings);

    Console.WriteLine(json); // {"name":"Andrius","age":99}
}
```

Newtonsoft.Json -

。

```
using Newtonsoft.Json;

var rawJSON      = "{\"Name\":\"Fibonacci Sequence\",\"Numbers\":[0, 1, 1, 2, 3, 5, 8, 13]}";
var fibo         = JsonConvert.DeserializeObject<Dictionary<string, object>>(rawJSON);
var rawJSON2     = JsonConvert.SerializeObject(fibo);
```

NewtonsoftJson.NETjsonExpandoObject / Dynamic。

```
dynamic jsonObject = new ExpandoObject();
jsonObject.Title   = "Merchent of Venice";
jsonObject.Author  = "William Shakespeare";
Console.WriteLine(JsonConvert.SerializeObject(jsonObject));
```

```
var rawJson = "{\"Name\":\"Fibonacci Sequence\",\"Numbers\":[0, 1, 1, 2, 3, 5, 8, 13]}";
dynamic parsedJson = JObject.Parse(rawJson);
Console.WriteLine("Name: " + parsedJson.Name);
Console.WriteLine("Name: " + parsedJson.Numbers.Length);
```

rawJson。

/JSON。 Json/。

Json.NETJsonSerializerSettings

.net jsonNull`JsonSerializerSettings`

```
public static string Serialize(T obj)
{
   string result = JsonConvert.SerializeObject(obj, new JsonSerializerSettings {
NullValueHandling = NullValueHandling.Ignore});
   return result;
}
```

.net。 `List<Student>`。 `JsonSerializerSettings`JsonSerializerSettings

```
public static string Serialize(T obj)
{
   string result = JsonConvert.SerializeObject(obj, new JsonSerializerSettings {
ReferenceLoopHandling = ReferenceLoopHandling.Ignore});
   return result;
}
```

```
public static string Serialize(T obj)
{
   string result = JsonConvert.SerializeObject(obj, new JsonSerializerSettings {
NullValueHandling = NullValueHandling.Ignore, ReferenceLoopHandling =
ReferenceLoopHandling.Ignore});
   return result;
}
```

JSON https://riptutorial.com/zh-CN/dot-net/topic/183/json

11: LINQ

LINQ。 LINQ。LINQ。XMLSQLADO.NET.NET。 LINQCVB。

- public static TSource Aggregate <TSource>IEnumerable <TSource>Func <TSourceTSource TSource> func
- public static TAccumulate Aggregate <TSourceTAccumulate>IEnumerable <TSource> TAccumulateFunc <TAccumulateTSourceTAccumulate> func
- public static TResult Aggregate <TSourceTAccumulateTResult>IEnumerable <TSource> TAccumulateFunc <TAccumulateTSourceTAccumulate> funcFunc <TAccumulateTResult> resultSelector
- public static Boolean All <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static Boolean<TSource>IEnumerable <TSource>
- public static Boolean<TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static IEnumerable <TSource> AsEnumerable <TSource>IEnumerable <TSource>
- public static Decimal AverageIEnumerable <Decimal> source
- public static Double AverageIEnumerable <Double> source
- public static Double AverageIEnumerable <Int32>
- public static Double AverageIEnumerable <Int64>
- public static Nullable <Decimal> AverageIEnumerable <Nullable <Decimal >>
- public static Nullable <Double> AverageIEnumerable <Nullable <Double >> source
- public static Nullable <Double> AverageIEnumerable <Nullable <Int32 >> source
- public static Nullable <Double> AverageIEnumerable <Nullable <Int64 >> source
- public static Nullable <Single> AverageIEnumerable <Nullable <Single >>
- public static Single AverageIEnumerable <Single>
- public static Decimal Average <TSource>IEnumerable <TSource>Func <TSourceDecimal>
- public static Double Average <TSource>IEnumerable <TSource>Func <TSourceDouble>
- public static Double Average <TSource>IEnumerable <TSource>Func <TSourceInt32>
- public static Double Average <TSource>IEnumerable <TSource>Func <TSourceInt64>
- public static Nullable <Decimal> Average <TSource>IEnumerable <TSource>Func <TSourceNullable <Decimal >>
- public static Nullable <Double> Average <TSource>IEnumerable <TSource>Func <TSource Nullable <Double >>
- public static Nullable <Double> Average <TSource>IEnumerable <TSource>Func <TSource Nullable <Int32 >>
- public static Nullable <Double> Average <TSource>IEnumerable <TSource>Func <TSource Nullable <Int64 >>
- public static Nullable <Single> Average <TSource>IEnumerable <TSource>Func <TSource Nullable <Single >>
- public static Single Average <TSource>IEnumerable <TSource>Func <TSourceSingle>
- public static IEnumerable <TResult> Cast <TResult>IEnumerable
- public static IEnumerable <TSource> Concat <TSource>IEnumerable <TSource> IEnumerable <TSource>
- public static Boolean<TSource>IEnumerable <TSource>TSource
- public static Boolean<TSource>IEnumerable <TSource>TSourceIEqualityComparer

<TSource> comparer
- public static Int32 Count <TSource>IEnumerable <TSource>
- public static Int32 Count <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static IEnumerable <TSource> DefaultIfEmpty <TSource>IEnumerable <TSource>
- public static IEnumerable <TSource> DefaultIfEmpty <TSource>IEnumerable <TSource> TSource defaultValue
- public static IEnumerable <TSource> Distinct <TSource>IEnumerable <TSource>
- public static IEnumerable <TSource> Distinct <TSource>IEnumerable <TSource> IEqualityComparer <TSource> comparer
- public static TSource ElementAt <TSource>IEnumerable <TSource>Int32
- public static TSource ElementAtOrDefault <TSource>IEnumerable <TSource>Int32
- public static IEnumerable <TResult> Empty <TResult>
- public static IEnumerable <TSource><TSource>IEnumerable <TSource>IEnumerable <TSource> second
- public static IEnumerable <TSource> Except<TSource>IEnumerable <TSource> IEnumerable <TSource>IEqualityComparer <TSource>
- public static TSource First <TSource>IEnumerable <TSource>
- public static TSource First <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static TSource FirstOrDefault <TSource>IEnumerable <TSource>
- public static TSource FirstOrDefault <TSource>IEnumerable <TSource>Func <TSource Boolean>
- public static IEnumerable <IGrouping <TKeyTSource >> GroupBy <TSourceTKey> IEnumerable <TSource>Func <TSourceTKey> keySelector
- public static IEnumerable <IGrouping <TKeyTSource >> GroupBy <TSourceTKey> IEnumerable <TSource>Func <TSourceTKey> keySelectorIEqualityComparer <TKey> comparer
- public static IEnumerable <IGrouping <TKeyTElement >> GroupBy <TSourceTKey TElement>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSource TElement> elementSelector
- public static IEnumerable <IGrouping <TKeyTElement >> GroupBy <TSourceTKey TElement>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSource TElement> elementSelectorIEqualityComparer <TKey> comparer
- public static IEnumerable <TResult> GroupBy <TSourceTKeyTResult>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TKeyIEnumerable <TSource>TResult> resultSelector
- public static IEnumerable <TResult> GroupBy <TSourceTKeyTResult>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TKeyIEnumerable <TSource>TResult> resultSelectorIEqualityComparer <TKey> comparer
- public static IEnumerable <TResult> GroupBy <TSourceTKeyTElementTResult> IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSourceTElement> elementSelectorFunc <TKeyIEnumerable <TElement>TResult > resultSelector
- public static IEnumerable <TResult> GroupBy <TSourceTKeyTElementTResult> IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSourceTElement> elementSelectorFunc <TKeyIEnumerable <TElement>TResult > resultSelector IEqualityComparer <TKey> comparer
- public static IEnumerable <TResult> GroupJoin <TOuterTInnerTKeyTResult>IEnumerable

<TOuter>IEnumerable <TInner>Func <TOuterTKey> outerKeySelectorFunc <TInnerTKey> innerKeySelectorFunc <TOuter IEnumerable <TInner>TResult> resultSelector

- public static IEnumerable <TResult> GroupJoin <TOuterTInnerTKeyTResult>IEnumerable <TOuter>IEnumerable <TInner>Func <TOuterTKey> outerKeySelectorFunc <TInnerTKey> innerKeySelectorFunc <TOuter IEnumerable <TInner>TResult> resultSelector IEqualityComparer <TKey> comparer
- public static IEnumerable <TSource> Intersect <TSource>IEnumerable <TSource> first IEnumerable <TSource> second
- public static IEnumerable <TSource> Intersect <TSource>IEnumerable <TSource> first IEnumerable <TSource> secondIEqualityComparer <TSource> comparer
- public static IEnumerable <TResult> Join <TOuterTInnerTKeyTResult>IEnumerable <TOuter>IEnumerable <TInner>Func <TOuterTKey> outerKeySelectorFunc <TInnerTKey> innerKeySelectorFunc <TOuter TInnerTResult> resultSelector
- public static IEnumerable <TResult> Join <TOuterTInnerTKeyTResult>IEnumerable <TOuter>IEnumerable <TInner>Func <TOuterTKey> outerKeySelectorFunc <TInnerTKey> innerKeySelectorFunc <TOuter TInnerTResult> resultSelectorIEqualityComparer <TKey> comparer
- public static TSource Last <TSource>IEnumerable <TSource>
- public static TSource Last <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static TSource LastOrDefault <TSource>IEnumerable <TSource>
- public static TSource LastOrDefault <TSource>IEnumerable <TSource>Func <TSource Boolean>
- public static Int64 LongCount <TSource>IEnumerable <TSource>
- public static Int64 LongCount <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static Decimal MaxIEnumerable <Decimal>
- public static Double MaxIEnumerable <Double> source
- public static Int32 MaxIEnumerable <Int32>
- public static Int64 MaxIEnumerable <Int64>
- public static Nullable <Decimal> MaxIEnumerable <Nullable <Decimal >>
- public static Nullable <Double> MaxIEnumerable <Nullable <Double >> source
- public static Nullable <Int32> MaxIEnumerable <Nullable <Int32 >> source
- public static Nullable <Int64> MaxIEnumerable <Nullable <Int64 >>
- public static Nullable <Single> MaxIEnumerable <Nullable <Single >>
- public static Single MaxIEnumerable <Single>
- public static TSource Max <TSource>IEnumerable <TSource>
- public static Decimal Max <TSource>IEnumerable <TSource>Func <TSourceDecimal>
- public static Double Max <TSource>IEnumerable <TSource>Func <TSourceDouble>
- public static Int32 Max <TSource>IEnumerable <TSource>Func <TSourceInt32>
- public static Int64 Max <TSource>IEnumerable <TSource>Func <TSourceInt64>
- public static Nullable <Decimal> Max <TSource>IEnumerable <TSource>Func <TSource Nullable <Decimal >>
- public static Nullable <Double> Max <TSource>IEnumerable <TSource>Func <TSource Nullable <Double >>
- public static Nullable <Int32> Max <TSource>IEnumerable <TSource>Func <TSource Nullable <Int32 >>
- public static Nullable <Int64> Max <TSource>IEnumerable <TSource>Func <TSource

Nullable <Int64 >>

- public static Nullable <Single> Max <TSource>IEnumerable <TSource>Func <TSource Nullable <Single >>
- public static Single Max <TSource>IEnumerable <TSource>Func <TSourceSingle>
- public static TResult Max <TSourceTResult>IEnumerable <TSource>Func <TSource TResult>
- public static Decimal MinIEnumerable <Decimal>
- public static Double MinIEnumerable <Double> source
- public static Int32 MinIEnumerable <Int32>
- public static Int64 MinIEnumerable <Int64>
- public static Nullable <Decimal> MinIEnumerable <Nullable <Decimal >>
- public static Nullable <Double> MinIEnumerable <Nullable <Double >> source
- public static Nullable <Int32> MinIEnumerable <Nullable <Int32 >>
- public static Nullable <Int64> MinIEnumerable <Nullable <Int64 >>
- public static Nullable <Single> MinIEnumerable <Nullable <Single >>
- public static Single MinIEnumerable <Single>
- public static TSource Min <TSource>IEnumerable <TSource>
- public static Decimal Min <TSource>IEnumerable <TSource>Func <TSourceDecimal>
- public static Double Min <TSource>IEnumerable <TSource>Func <TSourceDouble>
- public static Int32 Min <TSource>IEnumerable <TSource>Func <TSourceInt32>
- public static Int64 Min <TSource>IEnumerable <TSource>Func <TSourceInt64>
- public static Nullable <Decimal> Min <TSource>IEnumerable <TSource>Func <TSource Nullable <Decimal >>
- public static Nullable <Double> Min <TSource>IEnumerable <TSource>Func <TSource Nullable <Double >>
- public static Nullable <Int32> Min <TSource>IEnumerable <TSource>Func <TSource Nullable <Int32 >>
- public static Nullable <Int64> Min <TSource>IEnumerable <TSource>Func <TSource Nullable <Int64 >>
- public static Nullable <Single> Min <TSource>IEnumerable <TSource>Func <TSource Nullable <Single >>
- public static Single Min <TSource>IEnumerable <TSource>Func <TSourceSingle>
- public static TResult Min <TSourceTResult>IEnumerable <TSource> sourceFunc <TSource TResult> selector
- public static IEnumerable <TResult> OfType <TResult>IEnumerable
- public static IOrderedEnumerable <TSource> OrderBy <TSourceTKey>IEnumerable <TSource>Func <TSourceTKey> keySelector
- public static IOrderedEnumerable <TSource> OrderBy <TSourceTKey>IEnumerable <TSource>Func <TSourceTKey> keySelectorIComparer <TKey> comparer
- public static IOrderedEnumerable <TSource> OrderByDescending <TSourceTKey> IEnumerable <TSource>Func <TSourceTKey> keySelector
- public static IOrderedEnumerable <TSource> OrderByDescending <TSourceTKey> IEnumerable <TSource>Func <TSourceTKey> keySelectorIComparer <TKey> comparer
- public static IEnumerable <Int32> RangeInt32 startInt32 count
- public static IEnumerable <TResult> Repeat <TResult>TResult elementInt32 count
- public static IEnumerable <TSource> Reverse <TSource>IEnumerable <TSource>

- public static IEnumerable <TResult><TSourceTResult>IEnumerable <TSource>Func <TSourceTResult>
- public static IEnumerable <TResult> Select <TSourceTResult>IEnumerable <TSource>Func <TSourceInt32TResult>
- public static IEnumerable <TResult> SelectMany <TSourceTResult>IEnumerable <TSource>Func <TSourceIEnumerable <TResult >> selector
- public static IEnumerable <TResult> SelectMany <TSourceTResult>IEnumerable <TSource>Func <TSourceInt32IEnumerable <TResult >> selector
- public static IEnumerable <TResult> SelectMany <TSourceTCollectionTResult>IEnumerable <TSource>Func <TSourceIEnumerable <TCollection >> collectionSelectorFunc <TSource TCollectionTResult> resultSelector
- public static IEnumerable <TResult> SelectMany <TSourceTCollectionTResult>IEnumerable <TSource>Func <TSourceInt32IEnumerable <TCollection >> collectionSelectorFunc <TSourceTCollectionTResult> resultSelector
- public static Boolean SequenceEqual <TSource>IEnumerable <TSource> firstIEnumerable <TSource> second
- public static Boolean SequenceEqual <TSource>IEnumerable <TSource> firstIEnumerable <TSource> secondIEqualityComparer <TSource> comparer
- public static TSource Single <TSource>IEnumerable <TSource>
- public static TSource Single <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static TSource SingleOrDefault <TSource>IEnumerable <TSource>
- public static TSource SingleOrDefault <TSource>IEnumerable <TSource>Func <TSource Boolean>
- public static IEnumerable <TSource> Skip <TSource>IEnumerable <TSource>Int32
- public static IEnumerable <TSource> SkipWhile <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static IEnumerable <TSource> SkipWhile <TSource>IEnumerable <TSource>Func <TSourceInt32Boolean>
- public static Decimal SumIEnumerable <Decimal>
- public static Double SumIEnumerable <Double> source
- public static Int32 SumIEnumerable <Int32>
- public static Int64 SumIEnumerable <Int64>
- public static Nullable <Decimal> SumIEnumerable <Nullable <Decimal >>
- public static Nullable <Double> SumIEnumerable <Nullable <Double >> source
- public static Nullable <Int32> SumIEnumerable <Nullable <Int32 >> source
- public static Nullable <Int64> SumIEnumerable <Nullable <Int64 >> source
- public static Nullable <Single> SumIEnumerable <Nullable <Single >>
- public static Single SumIEnumerable <Single>
- public static Decimal Sum <TSource>IEnumerable <TSource>Func <TSourceDecimal>
- public static Double Sum <TSource>IEnumerable <TSource>Func <TSourceDouble>
- public static Int32 Sum <TSource>IEnumerable <TSource>Func <TSourceInt32>
- public static Int64 Sum <TSource>IEnumerable <TSource>Func <TSourceInt64>
- public static Nullable <Decimal> Sum <TSource>IEnumerable <TSource>Func <TSource Nullable <Decimal >>
- public static Nullable <Double> Sum <TSource>IEnumerable <TSource>Func <TSource Nullable <Double >>

- public static Nullable <Int32> Sum <TSource>IEnumerable <TSource>Func <TSource Nullable <Int32 >>
- public static Nullable <Int64> Sum <TSource>IEnumerable <TSource>Func <TSource Nullable <Int64 >>
- public static Nullable <Single> Sum <TSource>IEnumerable <TSource>Func <TSource Nullable <Single >>
- public static Single Sum <TSource>IEnumerable <TSource>Func <TSourceSingle>
- public static IEnumerable <TSource> Take <TSource>IEnumerable <TSource>Int32
- public static IEnumerable <TSource> TakeWhile <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static IEnumerable <TSource> TakeWhile <TSource>IEnumerable <TSource>Func <TSourceInt32Boolean>
- public static IOrderedEnumerable <TSource> ThenBy <TSourceTKey>IOrderedEnumerable <TSource>Func <TSourceTKey> keySelector
- public static IOrderedEnumerable <TSource> ThenBy <TSourceTKey>IOrderedEnumerable <TSource>Func <TSourceTKey> keySelectorIComparer <TKey> comparer
- public static IOrderedEnumerable <TSource> ThenByDescending <TSourceTKey> IOrderedEnumerable <TSource>Func <TSourceTKey> keySelector
- public static IOrderedEnumerable <TSource> ThenByDescending <TSourceTKey> IOrderedEnumerable <TSource>Func <TSourceTKey> keySelectorIComparer <TKey> comparer
- public static TSource [] ToArray <TSource>IEnumerable <TSource>
- public static Dictionary <TKeyTSource> ToDictionary <TSourceTKey>IEnumerable <TSource>Func <TSourceTKey> keySelector
- public static Dictionary <TKeyTSource> ToDictionary <TSourceTKey>IEnumerable <TSource>Func <TSourceTKey> keySelectorIEqualityComparer <TKey> comparer
- public static Dictionary <TKeyTElement> ToDictionary <TSourceTKeyTElement> IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSourceTElement> elementSelector
- public static Dictionary <TKeyTElement> ToDictionary <TSourceTKeyTElement> IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSourceTElement> elementSelectorIEqualityComparer <TKey> comparer
- public static List <TSource> ToList <TSource>IEnumerable <TSource>
- public static ILookup <TKeyTSource> ToLookup <TSourceTKey>IEnumerable <TSource> Func <TSourceTKey> keySelector
- public static ILookup <TKeyTSource> ToLookup <TSourceTKey>IEnumerable <TSource> Func <TSourceTKey> keySelectorIEqualityComparer <TKey> comparer
- public static ILookup <TKeyTElement> ToLookup <TSourceTKeyTElement>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSourceTElement> elementSelector
- public static ILookup <TKeyTElement> ToLookup <TSourceTKeyTElement>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSourceTElement> elementSelector IEqualityComparer <TKey> comparer
- public static IEnumerable <TSource> Union <TSource>IEnumerable <TSource> first IEnumerable <TSource> second
- public static IEnumerable <TSource> Union <TSource>IEnumerable <TSource> first IEnumerable <TSource> secondIEqualityComparer <TSource> comparer

- public static IEnumerable <TSource> Where <TSource>IEnumerable <TSource>Func <TSourceBoolean>
- public static IEnumerable <TSource> Where <TSource>IEnumerable <TSource>Func <TSourceInt32Boolean>
- public static IEnumerable <TResult> Zip <TFirstTSecondTResult>IEnumerable <TFirst> IEnumerable <TSecond> secondFunc <TFirstTSecondTResult> resultSelector

- LINQ 。

LINQIEnumerable<T>System.CoreSystem.Linq.Enumerable。 .NET Framework 3.5。

LINQIEnumerable。

LINQIEnumerable<T> List<T> LINQSQL。 LINQ to SQL 。

ContainsExcept TIEquatable<T>.Equals 。 EqualsGetHashCode Object。 IEqualityComparer<T> 。

...OrDefault default(T)。

IEnumerable<T>;。 IEnumerable<T> .Where() 。 。

.ToArray().ToList()。 .ToDictionary().ToLookup()。 。

ToArray()ToList()

.ToArray().ToList()IEnumerable<T>。

- APIT[]List<T> 。
- .ToList().ToArray()。
- .ToList()List<T>.ToArray()T[]。 List<T> T[]。
- .ToArray()T[].ToList()List<T>.ToArray() 。 List<T>.TrimExcess().ToList()。

Examples

```
var persons = new[]
{
    new {Id = 1, Name = "Foo"},
    new {Id = 2, Name = "Bar"},
    new {Id = 3, Name = "Fizz"},
    new {Id = 4, Name = "Buzz"}
};

var names = persons.Select(p => p.Name);
Console.WriteLine(string.Join(",", names.ToArray()));

//Foo,Bar,Fizz,Buzz
```

map 。

IEnumerablelambda

```
var personNames = new[]
{
    "Foo", "Bar", "Fizz", "Buzz"
};

var namesStartingWithF = personNames.Where(p => p.StartsWith("F"));
Console.WriteLine(string.Join(",", namesStartingWithF));
```

```
var persons = new[]
{
    new {Id = 1, Name = "Foo"},
    new {Id = 2, Name = "Bar"},
    new {Id = 3, Name = "Fizz"},
    new {Id = 4, Name = "Buzz"}
};

var personsSortedByName = persons.OrderBy(p => p.Name);

Console.WriteLine(string.Join(",", personsSortedByName.Select(p => p.Id).ToArray()));

//2,4,3,1
```

OrderByDescending

```
var persons = new[]
{
    new {Id = 1, Name = "Foo"},
    new {Id = 2, Name = "Bar"},
    new {Id = 3, Name = "Fizz"},
    new {Id = 4, Name = "Buzz"}
};

var personsSortedByNameDescending = persons.OrderByDescending(p => p.Name);

Console.WriteLine(string.Join(",", personsSortedByNameDescending.Select(p =>
p.Id).ToArray()));

//1,3,4,2
```

```
var numbers = new[] {1,2,3,4,5};
Console.WriteLine(numbers.Contains(3)); //True
Console.WriteLine(numbers.Contains(34)); //False
```

```
var numbers = new[] { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
var evenNumbersBetweenSixAndFourteen = new[] { 6, 8, 10, 12 };

var result = numbers.Except(evenNumbersBetweenSixAndFourteen);

Console.WriteLine(string.Join(",", result));

//1, 2, 3, 4, 5, 7, 9
```

```
var numbers1to10 = new[] {1,2,3,4,5,6,7,8,9,10};
var numbers5to15 = new[] {5,6,7,8,9,10,11,12,13,14,15};

var numbers5to10 = numbers1to10.Intersect(numbers5to15);

Console.WriteLine(string.Join(",", numbers5to10));

//5,6,7,8,9,10
```

CONCAT

```
var numbers1to5 = new[] {1, 2, 3, 4, 5};
var numbers4to8 = new[] {4, 5, 6, 7, 8};

var numbers1to8 = numbers1to5.Concat(numbers4to8);

Console.WriteLine(string.Join(",", numbers1to8));

//1,2,3,4,5,4,5,6,7,8
```

◦ Union ◦

```
var numbers = new[] {1,2,3,4,5};

var firstNumber = numbers.First();
Console.WriteLine(firstNumber); //1

var firstEvenNumber = numbers.First(n => (n & 1) == 0);
Console.WriteLine(firstEvenNumber); //2
```

`InvalidOperationException`“Sequence contains no matching element”

```
var firstNegativeNumber = numbers.First(n => n < 0);
```

```
var oneNumber = new[] {5};
var theOnlyNumber = oneNumber.Single();
Console.WriteLine(theOnlyNumber);  //5

var numbers = new[] {1,2,3,4,5};

var theOnlyNumberSmallerThanTwo = numbers.Single(n => n < 2);
Console.WriteLine(theOnlyNumberSmallerThanTwo);  //1
```

`InvalidOperationException`

```
var theOnlyNumberInNumbers = numbers.Single();
var theOnlyNegativeNumber = numbers.Single(n => n < 0);
```

```
var numbers = new[] {1,2,3,4,5};

var lastNumber = numbers.Last();
Console.WriteLine(lastNumber); //5
```

```
var lastEvenNumber = numbers.Last(n => (n & 1) == 0);
Console.WriteLine(lastEvenNumber); //4
```

```
InvalidOperationException
```

```
var lastNegativeNumber = numbers.Last(n => n < 0);
```

LastOrDefault

```
var numbers = new[] {1,2,3,4,5};

var lastNumber = numbers.LastOrDefault();
Console.WriteLine(lastNumber); //5

var lastEvenNumber = numbers.LastOrDefault(n => (n & 1) == 0);
Console.WriteLine(lastEvenNumber); //4

var lastNegativeNumber = numbers.LastOrDefault(n => n < 0);
Console.WriteLine(lastNegativeNumber); //0

var words = new[] { "one", "two", "three", "four", "five" };

var lastWord = words.LastOrDefault();
Console.WriteLine(lastWord); // five

var lastLongWord = words.LastOrDefault(w => w.Length > 4);
Console.WriteLine(lastLongWord); // three

var lastMissingWord = words.LastOrDefault(w => w.Length > 5);
Console.WriteLine(lastMissingWord); // null
```

SingleOrDefault

```
var oneNumber = new[] {5};
var theOnlyNumber = oneNumber.SingleOrDefault();
Console.WriteLine(theOnlyNumber);  //5

var numbers = new[] {1,2,3,4,5};

var theOnlyNumberSmallerThanTwo = numbers.SingleOrDefault(n => n < 2);
Console.WriteLine(theOnlyNumberSmallerThanTwo);  //1

var theOnlyNegativeNumber = numbers.SingleOrDefault(n => n < 0);
Console.WriteLine(theOnlyNegativeNumber);  //0
```

```
InvalidOperationException
```

```
var theOnlyNumberInNumbers = numbers.SingleOrDefault();
```

FirstOrDefault

```
var numbers = new[] {1,2,3,4,5};
```

```
var firstNumber = numbers.FirstOrDefault();
Console.WriteLine(firstNumber); //1

var firstEvenNumber = numbers.FirstOrDefault(n => (n & 1) == 0);
Console.WriteLine(firstEvenNumber); //2

var firstNegativeNumber = numbers.FirstOrDefault(n => n < 0);
Console.WriteLine(firstNegativeNumber); //0

var words = new[] { "one", "two", "three", "four", "five" };

var firstWord = words.FirstOrDefault();
Console.WriteLine(firstWord); // one

var firstLongWord = words.FirstOrDefault(w => w.Length > 3);
Console.WriteLine(firstLongWord); // three

var firstMissingWord = words.FirstOrDefault(w => w.Length > 5);
Console.WriteLine(firstMissingWord); // null
```

lambda`true`

```
var numbers = new[] {1,2,3,4,5};

var isNotEmpty = numbers.Any();
Console.WriteLine(isNotEmpty); //True

var anyNumberIsOne = numbers.Any(n => n == 1);
Console.WriteLine(anyNumberIsOne); //True

var anyNumberIsSix = numbers.Any(n => n == 6);
Console.WriteLine(anyNumberIsSix); //False

var anyNumberIsOdd = numbers.Any(n => (n & 1) == 1);
Console.WriteLine(anyNumberIsOdd); //True

var anyNumberIsNegative = numbers.Any(n => n < 0);
Console.WriteLine(anyNumberIsNegative); //False
```

```
var numbers = new[] {1,2,3,4,5};

var allNumbersAreOdd = numbers.All(n => (n & 1) == 1);
Console.WriteLine(allNumbersAreOdd); //False

var allNumbersArePositive = numbers.All(n => n > 0);
Console.WriteLine(allNumbersArePositive); //True
```

`All`false◦ set`true`

```
var numbers = new int[0];
var allNumbersArePositive = numbers.All(n => n > 0);
Console.WriteLine(allNumbersArePositive); //True
```

SelectMany

`Enumerable.Select`◦ `Enumerable.SelectMany`◦ ◦

Enumerable.Select Lambda expressions。 Enumerable.SelectMany Lambda。 。

```
class Invoice
{
    public int Id { get; set; }
}

class Customer
{
    public Invoice[] Invoices {get;set;}
}

var customers = new[] {
    new Customer {
        Invoices = new[] {
            new Invoice {Id=1},
            new Invoice {Id=2},
        }
    },
    new Customer {
        Invoices = new[] {
            new Invoice {Id=3},
            new Invoice {Id=4},
        }
    },
    new Customer {
        Invoices = new[] {
            new Invoice {Id=5},
            new Invoice {Id=6},
        }
    }
};

var allInvoicesFromAllCustomers = customers.SelectMany(c => c.Invoices);

Console.WriteLine(
    string.Join(",", allInvoicesFromAllCustomers.Select(i => i.Id).ToArray()));
```

1,2,3,4,5,6

Enumerable.SelectManyfrom

```
var allInvoicesFromAllCustomers
    = from customer in customers
      from invoice in customer.Invoices
      select invoice;
```

```
var numbers = new[] {1,2,3,4};

var sumOfAllNumbers = numbers.Sum();
Console.WriteLine(sumOfAllNumbers); //10

var cities = new[] {
    new {Population = 1000},
    new {Population = 2500},
    new {Population = 4000}
};
```

```
var totalPopulation = cities.Sum(c => c.Population);
Console.WriteLine(totalPopulation); //7500
```

N。 N + 1Skip

```
var numbers = new[] {1,2,3,4,5};

var allNumbersExceptFirstTwo = numbers.Skip(2);
Console.WriteLine(string.Join(",", allNumbersExceptFirstTwo.ToArray()));

//3,4,5
```

n。

```
var numbers = new[] {1,2,3,4,5};

var threeFirstNumbers = numbers.Take(3);
Console.WriteLine(string.Join(",", threeFirstNumbers.ToArray()));

//1,2,3
```

SequenceEqual

```
var numbers = new[] {1,2,3,4,5};
var sameNumbers = new[] {1,2,3,4,5};
var sameNumbersInDifferentOrder = new[] {5,1,4,2,3};

var equalIfSameOrder = numbers.SequenceEqual(sameNumbers);
Console.WriteLine(equalIfSameOrder); //True

var equalIfDifferentOrder = numbers.SequenceEqual(sameNumbersInDifferentOrder);
Console.WriteLine(equalIfDifferentOrder); //False
```

```
var numbers = new[] {1,2,3,4,5};
var reversed = numbers.Reverse();

Console.WriteLine(string.Join(",", reversed.ToArray()));

//5,4,3,2,1
```

OfType

```
var mixed = new object[] {1,"Foo",2,"Bar",3,"Fizz",4,"Buzz"};
var numbers = mixed.OfType<int>();

Console.WriteLine(string.Join(",", numbers.ToArray()));

//1,2,3,4
```

```
var numbers = new[] {1,2,3,4};

var maxNumber = numbers.Max();
```

```
Console.WriteLine(maxNumber); //4

var cities = new[] {
    new {Population = 1000},
    new {Population = 2500},
    new {Population = 4000}
};

var maxPopulation = cities.Max(c => c.Population);
Console.WriteLine(maxPopulation); //4000
```

```
var numbers = new[] {1,2,3,4};

var minNumber = numbers.Min();
Console.WriteLine(minNumber); //1

var cities = new[] {
    new {Population = 1000},
    new {Population = 2500},
    new {Population = 4000}
};

var minPopulation = cities.Min(c => c.Population);
Console.WriteLine(minPopulation); //1000
```

```
var numbers = new[] {1,2,3,4};

var averageNumber = numbers.Average();
Console.WriteLine(averageNumber);
// 2,5
```

。

```
var cities = new[] {
    new {Population = 1000},
    new {Population = 2000},
    new {Population = 4000}
};

var averagePopulation = cities.Average(c => c.Population);
Console.WriteLine(averagePopulation);
// 2333,33
```

。

.NET 4.0

```
var tens = new[] {10,20,30,40,50};
var units = new[] {1,2,3,4,5};

var sums = tens.Zip(units, (first, second) => first + second);

Console.WriteLine(string.Join(",", sums));

//11,22,33,44,55
```

```
var numbers = new[] {1, 1, 2, 2, 3, 3, 4, 4, 5, 5};
var distinctNumbers = numbers.Distinct();

Console.WriteLine(string.Join(",", distinctNumbers));

//1,2,3,4,5
```

...

```
var persons = new[] {
    new { Name="Fizz", Job="Developer"},
    new { Name="Buzz", Job="Developer"},
    new { Name="Foo", Job="Astronaut"},
    new { Name="Bar", Job="Astronaut"},
};

var groupedByJob = persons.GroupBy(p => p.Job);

foreach(var theGroup in groupedByJob)
{
    Console.WriteLine(
        "{0} are {1}s",
        string.Join(",", theGroup.Select(g => g.Name).ToArray()),
        theGroup.Key);
}

//Fizz,Buzz are Developers
//Foo,Bar are Astronauts
```

/

```
var a = db.Invoices.GroupBy(i => i.Country)
          .Select(g => new { Country = g.Key,
                             Count = g.Count(),
                             Total = g.Sum(i => i.Paid),
                             Average = g.Average(i => i.Paid) });
```

```
var a = db.Invoices.GroupBy(i => 1)
          .Select(g => new { Count = g.Count(),
                             Total = g.Sum(i => i.Paid),
                             Average = g.Average(i => i.Paid) });
```

```
var a = db.Invoices.GroupBy(g => 1)
          .Select(g => new { High = g.Count(i => i.Paid >= 1000),
                             Low = g.Count(i => i.Paid < 1000),
                             Sum = g.Sum(i => i.Paid) });
```

ToDictionary

keySelector`IEnumerable`◦ keySelectorinjective`ArgumentException` ◦ ◦

```
var persons = new[] {
    new { Name="Fizz", Id=1},
```

```
    new { Name="Buzz", Id=2},
    new { Name="Foo", Id=3},
    new { Name="Bar", Id=4},
};
```

Dictionary<TKey,TVal>TKey TValType。

```
var personsById = persons.ToDictionary(p => p.Id);
// personsById is a Dictionary<int,object>

Console.WriteLine(personsById[1].Name); //Fizz
Console.WriteLine(personsById[2].Name); //Buzz
```

Dictionary<TKey,TVal>TKeyTVal。

```
var namesById = persons.ToDictionary(p => p.Id, p => p.Name);
//namesById is a Dictionary<int,string>

Console.WriteLine(namesById[3]); //Foo
Console.WriteLine(namesById[4]); //Bar
```

。 。

```
var persons = new[] {
    new { Name="Fizz", Id=1},
    new { Name="Buzz", Id=2},
    new { Name="Foo", Id=3},
    new { Name="Bar", Id=4},
    new { Name="Oops", Id=4}
};

var willThrowException = persons.ToDictionary(p => p.Id)
```

ToLookup。ToLookupToDictionaryLookup。

```
var numbers1to5 = new[] {1,2,3,4,5};
var numbers4to8 = new[] {4,5,6,7,8};

var numbers1to8 = numbers1to5.Union(numbers4to8);

Console.WriteLine(string.Join(",", numbers1to8));

//1,2,3,4,5,6,7,8
```

。 Concat 。

ToArray

```
var numbers = new[] {1,2,3,4,5,6,7,8,9,10};
var someNumbers = numbers.Where(n => n < 6);

Console.WriteLine(someNumbers.GetType().Name);
//WhereArrayIterator`1
```

```
var someNumbersArray = someNumbers.ToArray();

Console.WriteLine(someNumbersArray.GetType().Name);
//Int32[]
```

ToList

```
var numbers = new[] {1,2,3,4,5,6,7,8,9,10};
var someNumbers = numbers.Where(n => n < 6);

Console.WriteLine(someNumbers.GetType().Name);
//WhereArrayIterator`1

var someNumbersList = someNumbers.ToList();

Console.WriteLine(
    someNumbersList.GetType().Name + " - " +
    someNumbersList.GetType().GetGenericArguments()[0].Name);
//List`1 - Int32
```

```
IEnumerable<int> numbers = new[] {1,2,3,4,5,6,7,8,9,10};

var numbersCount = numbers.Count();
Console.WriteLine(numbersCount); //10

var evenNumbersCount = numbers.Count(n => (n & 1) == 0);
Console.WriteLine(evenNumbersCount); //5
```

ElementAt

```
var names = new[] {"Foo","Bar","Fizz","Buzz"};

var thirdName = names.ElementAt(2);
Console.WriteLine(thirdName); //Fizz

//The following throws ArgumentOutOfRangeException

var minusOnethName = names.ElementAt(-1);
var fifthName = names.ElementAt(4);
```

ElementAtOrDefault

```
var names = new[] {"Foo","Bar","Fizz","Buzz"};

var thirdName = names.ElementAtOrDefault(2);
Console.WriteLine(thirdName); //Fizz

var minusOnethName = names.ElementAtOrDefault(-1);
Console.WriteLine(minusOnethName); //null

var fifthName = names.ElementAtOrDefault(4);
Console.WriteLine(fifthName); //null
```

SkipWhile

```
var numbers = new[] {2,4,6,8,1,3,5,7};

var oddNumbers = numbers.SkipWhile(n => (n & 1) == 0);

Console.WriteLine(string.Join(",", oddNumbers.ToArray()));

//1,3,5,7
```

TakeWhile

```
var numbers = new[] {2,4,6,1,3,5,7,8};

var evenNumbers = numbers.TakeWhile(n => (n & 1) == 0);

Console.WriteLine(string.Join(",", evenNumbers.ToArray()));

//2,4,6
```

DefaultIfEmpty

```
var numbers = new[] {2,4,6,8,1,3,5,7};

var numbersOrDefault = numbers.DefaultIfEmpty();
Console.WriteLine(numbers.SequenceEqual(numbersOrDefault)); //True

var noNumbers = new int[0];

var noNumbersOrDefault = noNumbers.DefaultIfEmpty();
Console.WriteLine(noNumbersOrDefault.Count()); //1
Console.WriteLine(noNumbersOrDefault.Single()); //0

var noNumbersOrExplicitDefault = noNumbers.DefaultIfEmpty(34);
Console.WriteLine(noNumbersOrExplicitDefault.Count()); //1
Console.WriteLine(noNumbersOrExplicitDefault.Single()); //34
```

```
var elements = new[] {1,2,3,4,5};

var commaSeparatedElements = elements.Aggregate(
    seed: "",
    func: (aggregate, element) => $"{aggregate}{element},");

Console.WriteLine(commaSeparatedElements);  //1,2,3,4,5,
```

```
var commaSeparatedElements2 = elements.Aggregate(
    seed: new StringBuilder(),
    func: (seed, element) => seed.Append($"{element},"));

Console.WriteLine(commaSeparatedElements2.ToString());  //1,2,3,4,5,
```

```
var commaSeparatedElements3 = elements.Aggregate(
    seed: new StringBuilder(),
```

```
    func: (seed, element) => seed.Append($"{element},"),
    resultSelector: (seed) => seed.ToString());
Console.WriteLine(commaSeparatedElements3);  //1,2,3,4,5,
```

```
var seedAndElements = elements.Select(n=>n.ToString());
var commaSeparatedElements4 = seedAndElements.Aggregate(
    func: (aggregate, element) => $"{aggregate}{element},");

Console.WriteLine(commaSeparatedElements4);  //12,3,4,5,
```

```
var persons = new[] {
    new { Name="Fizz", Job="Developer"},
    new { Name="Buzz", Job="Developer"},
    new { Name="Foo", Job="Astronaut"},
    new { Name="Bar", Job="Astronaut"},
};

var groupedByJob = persons.ToLookup(p => p.Job);

foreach(var theGroup in groupedByJob)
{
    Console.WriteLine(
        "{0} are {1}s",
        string.Join(",", theGroup.Select(g => g.Name).ToArray()),
        theGroup.Key);
}

//Fizz,Buzz are Developers
//Foo,Bar are Astronauts
```

```
class Developer
{
    public int Id { get; set; }
    public string Name { get; set; }
}

class Project
{
    public int DeveloperId { get; set; }
    public string Name { get; set; }
}

var developers = new[] {
    new Developer {
        Id = 1,
        Name = "Foobuzz"
    },
    new Developer {
        Id = 2,
        Name = "Barfizz"
    }
};

var projects = new[] {
    new Project {
        DeveloperId = 1,
        Name = "Hello World 3D"
    },
```

```
    new Project {
        DeveloperId = 1,
        Name = "Super Fizzbuzz Maker"
    },
    new Project {
        DeveloperId = 2,
        Name = "Citizen Kane - The action game"
    },
    new Project {
        DeveloperId = 2,
        Name = "Pro Pong 2016"
    }
};

var denormalized = developers.Join(
    inner: projects,
    outerKeySelector: dev => dev.Id,
    innerKeySelector: proj => proj.DeveloperId,
    resultSelector:
        (dev, proj) => new {
            ProjectName = proj.Name,
            DeveloperName = dev.Name});

foreach(var item in denormalized)
{
    Console.WriteLine("{0} by {1}", item.ProjectName, item.DeveloperName);
}

//Hello World 3D by Foobuzz
//Super Fizzbuzz Maker by Foobuzz
//Citizen Kane - The action game by Barfizz
//Pro Pong 2016 by Barfizz
```

```
class Developer
{
    public int Id { get; set; }
    public string Name { get; set; }
}

class Project
{
    public int DeveloperId { get; set; }
    public string Name { get; set; }
}

var developers = new[] {
    new Developer {
        Id = 1,
        Name = "Foobuzz"
    },
    new Developer {
        Id = 2,
        Name = "Barfizz"
    }
};

var projects = new[] {
    new Project {
        DeveloperId = 1,
        Name = "Hello World 3D"
```

```
    },
    new Project {
        DeveloperId = 1,
        Name = "Super Fizzbuzz Maker"
    },
    new Project {
        DeveloperId = 2,
        Name = "Citizen Kane - The action game"
    },
    new Project {
        DeveloperId = 2,
        Name = "Pro Pong 2016"
    }
};

var grouped = developers.GroupJoin(
    inner: projects,
    outerKeySelector: dev => dev.Id,
    innerKeySelector: proj => proj.DeveloperId,
    resultSelector:
        (dev, projs) => new {
            DeveloperName = dev.Name,
            ProjectNames = projs.Select(p => p.Name).ToArray()});

foreach(var item in grouped)
{
    Console.WriteLine(
        "{0}'s projects: {1}",
        item.DeveloperName,
        string.Join(", ", item.ProjectNames));
}

//Foobuzz's projects: Hello World 3D, Super Fizzbuzz Maker
//Barfizz's projects: Citizen Kane - The action game, Pro Pong 2016
```

CastEnumerableIEnumerableIEnumerable<T>。 。

ArrayListIEnumerable<T>

```
var numbers = new ArrayList() {1,2,3,4,5};
Console.WriteLine(numbers.First());
```

```
var numbers = new ArrayList() {1,2,3,4,5};
Console.WriteLine(numbers.Cast<int>().First()); //1
```

Cast。 InvalidCastException

```
var numbers = new int[] {1,2,3,4,5};
decimal[] numbersAsDecimal = numbers.Cast<decimal>().ToArray();
```

```
var numbers= new int[] {1,2,3,4,5};
decimal[] numbersAsDecimal = numbers.Select(n => (decimal)n).ToArray();
```

IEnumerable int

```
IEnumerable<int> emptyList = Enumerable.Empty<int>();
```

Type TIEnumerable

```
Enumerable.Empty<decimal>() == Enumerable.Empty<decimal>(); // This is True
Enumerable.Empty<int>() == Enumerable.Empty<decimal>();     // This is False
```

ThenBy

ThenByOrderBy

```
var persons = new[]
{
    new {Id = 1, Name = "Foo", Order = 1},
    new {Id = 1, Name = "FooTwo", Order = 2},
    new {Id = 2, Name = "Bar", Order = 2},
    new {Id = 2, Name = "BarTwo", Order = 1},
    new {Id = 3, Name = "Fizz", Order = 2},
    new {Id = 3, Name = "FizzTwo", Order = 1},
};

var personsSortedByName = persons.OrderBy(p => p.Id).ThenBy(p => p.Order);

Console.WriteLine(string.Join(",", personsSortedByName.Select(p => p.Name)));
//This will display :
//Foo,FooTwo,BarTwo,Bar,FizzTwo,Fizz
```

Range ◦

```
// prints 1,2,3,4,5,6,7,8,9,10
Console.WriteLine(string.Join(",", Enumerable.Range(1, 10)));

// prints 10,11,12,13,14
Console.WriteLine(string.Join(",", Enumerable.Range(10, 5)));
```

```
class Person
{
    public string FirstName { get; set; }
    public string LastName { get; set; }
}

class Pet
{
    public string Name { get; set; }
    public Person Owner { get; set; }
}

public static void Main(string[] args)
{
    var magnus = new Person { FirstName = "Magnus", LastName = "Hedlund" };
    var terry = new Person { FirstName = "Terry", LastName = "Adams" };

    var barley = new Pet { Name = "Barley", Owner = terry };

    var people = new[] { magnus, terry };
```

```
    var pets = new[] { barley };

    var query =
        from person in people
        join pet in pets on person equals pet.Owner into gj
        from subpet in gj.DefaultIfEmpty()
        select new
        {
            person.FirstName,
            PetName = subpet?.Name ?? "-" // Use - if he has no pet
        };

    foreach (var p in query)
        Console.WriteLine($"{p.FirstName}: {p.PetName}");
}
```

`Enumerable.Repeat`。“Hello”4。

```
var repeats = Enumerable.Repeat("Hello", 4);

foreach (var item in repeats)
{
    Console.WriteLine(item);
}

/* output:
    Hello
    Hello
    Hello
    Hello
*/
```

LINQ https://riptutorial.com/zh-CN/dot-net/topic/34/linq

12: NuGet

NuGet.org

NuGetMicrosoft.NET。 NuGet。 NuGet Gallery。

NuGet.org 。

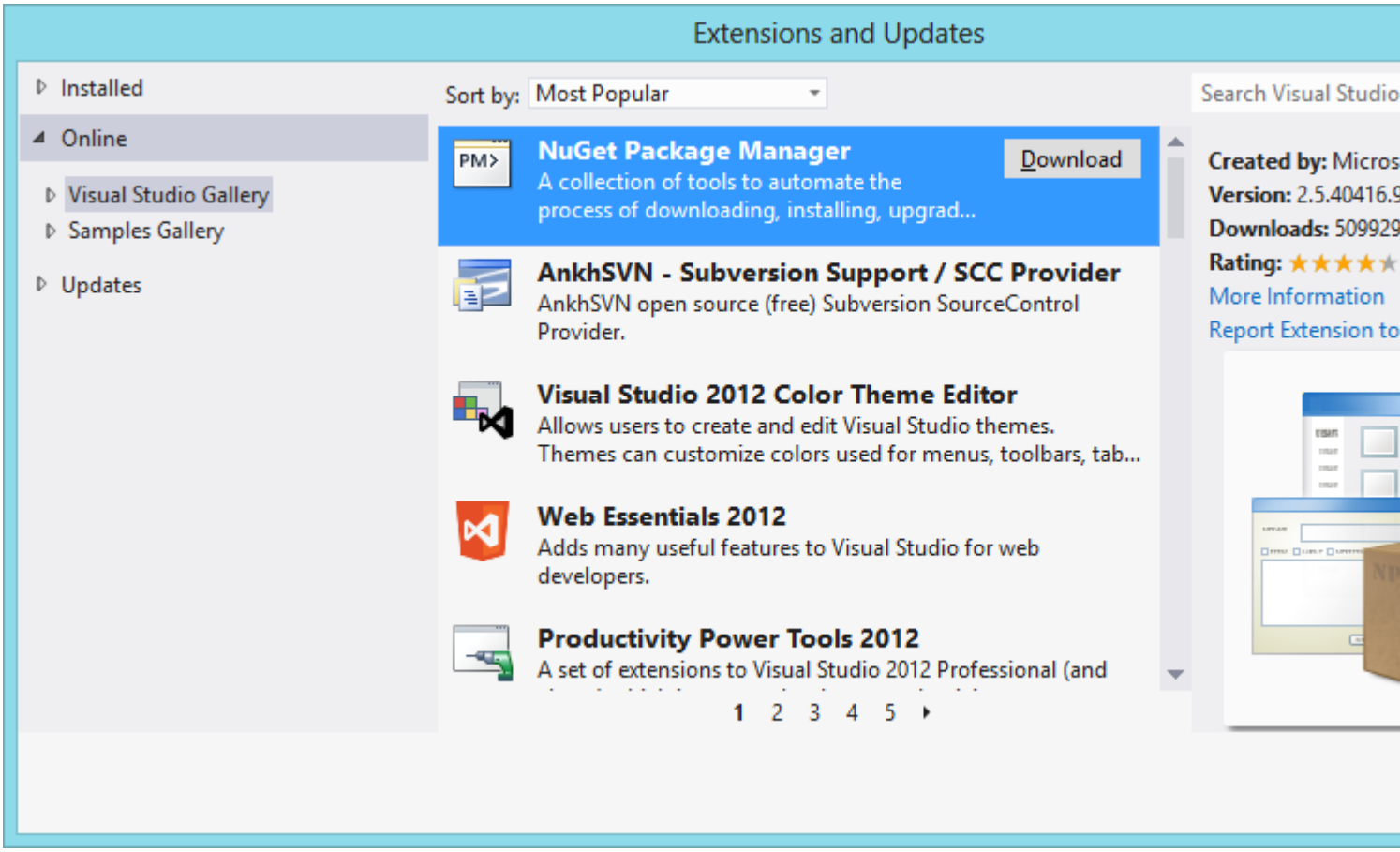
Examples

NuGet

NuGet。 Visual Studio NuGet 。

Visual Studio 2012NuGet - > NuGet - >。

Visual Studio“”“”

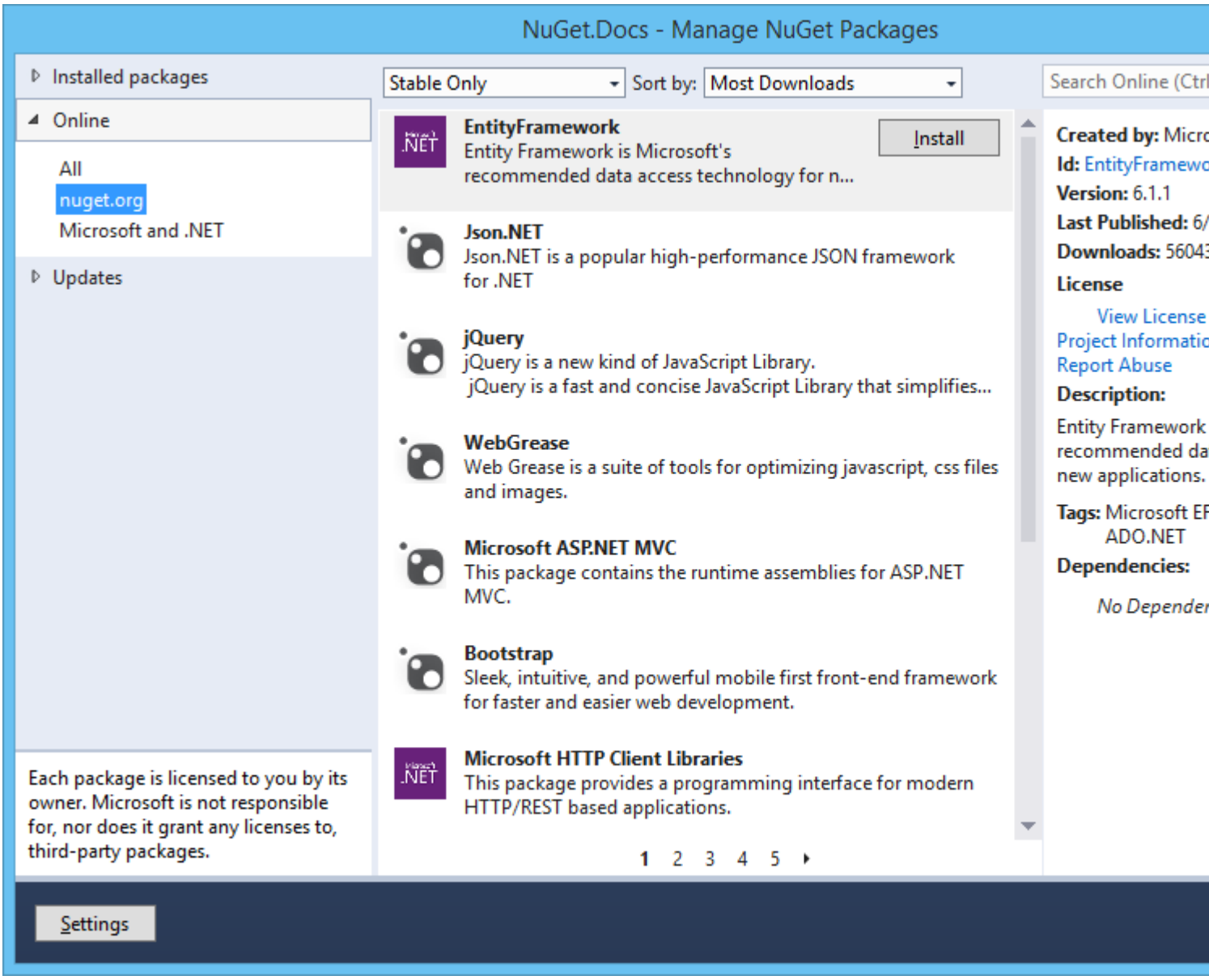


GUI

- References“Manage NuGet Packages ...”
- - > NuGet - >。

UI

References“NuGet...”。 。



- > NuGet - >IDE。 。

`install-package`“”

```
Install-Package Elmah
```

“”

```
Install-Package Elmah -ProjectName MyFirstWebsite
```

```
PM> Update-Package EntityFramework
```

EntityFramework。 “”`Install-Package EntityFramework` 。

```
PM> Update-Package EntityFramework -ProjectName MyFirstWebsite
```

```
PM> Uninstall-Package EntityFramework
```

```
PM> Uninstall-Package -ProjectName MyProjectB EntityFramework
```

```
PM> Install-Package EntityFramework -Version 6.1.2
```

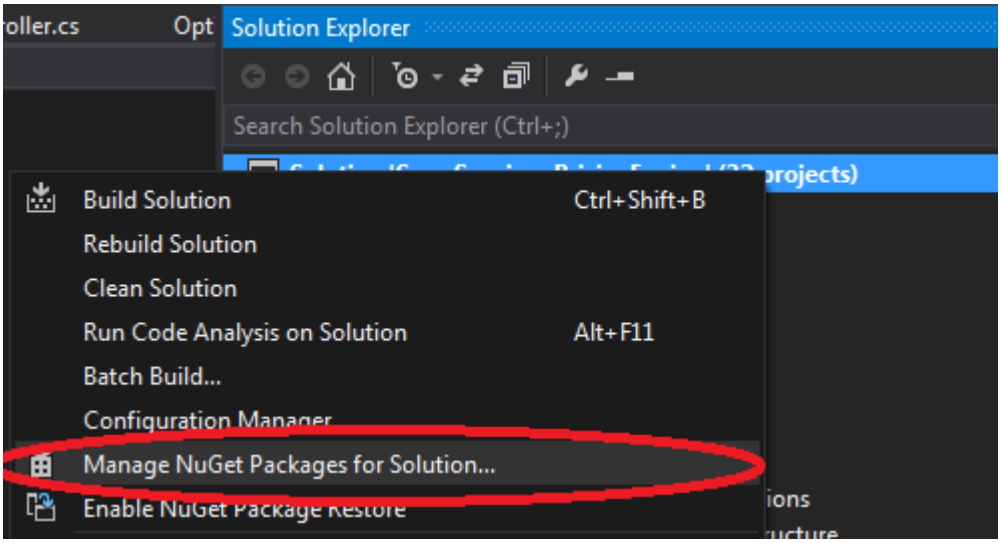
MyGetKlondike

```
nuget sources add -name feedname -source http://sourcefeedurl
```

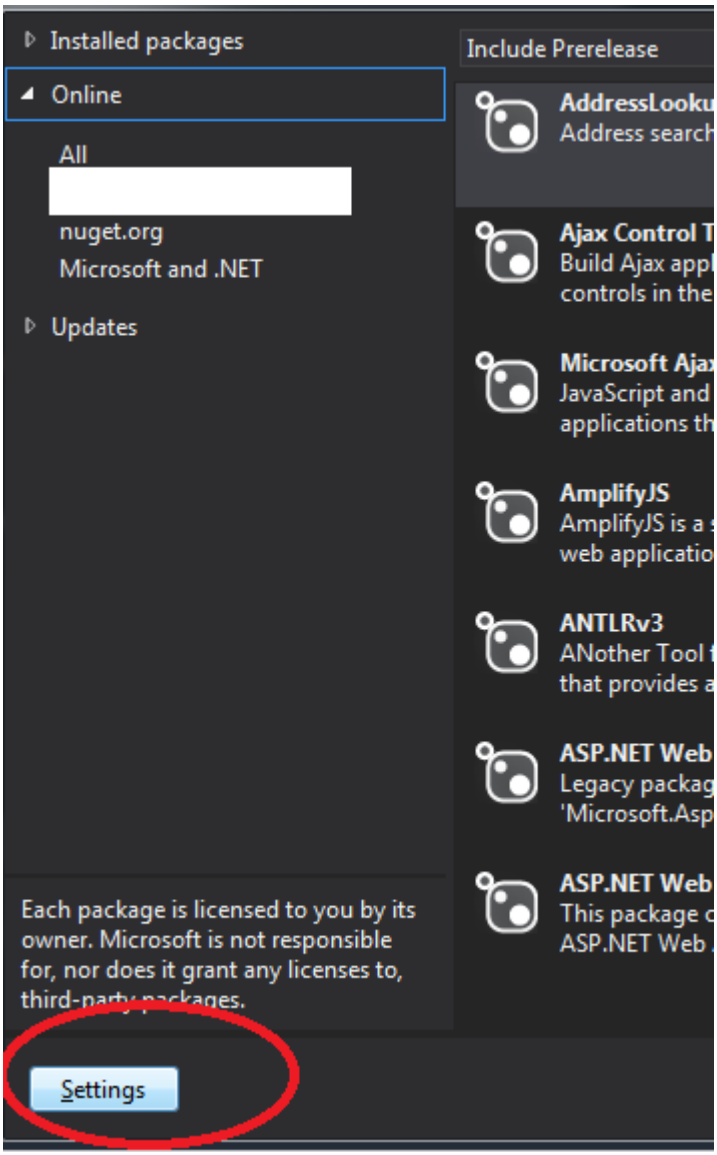
UINuget

nuget。

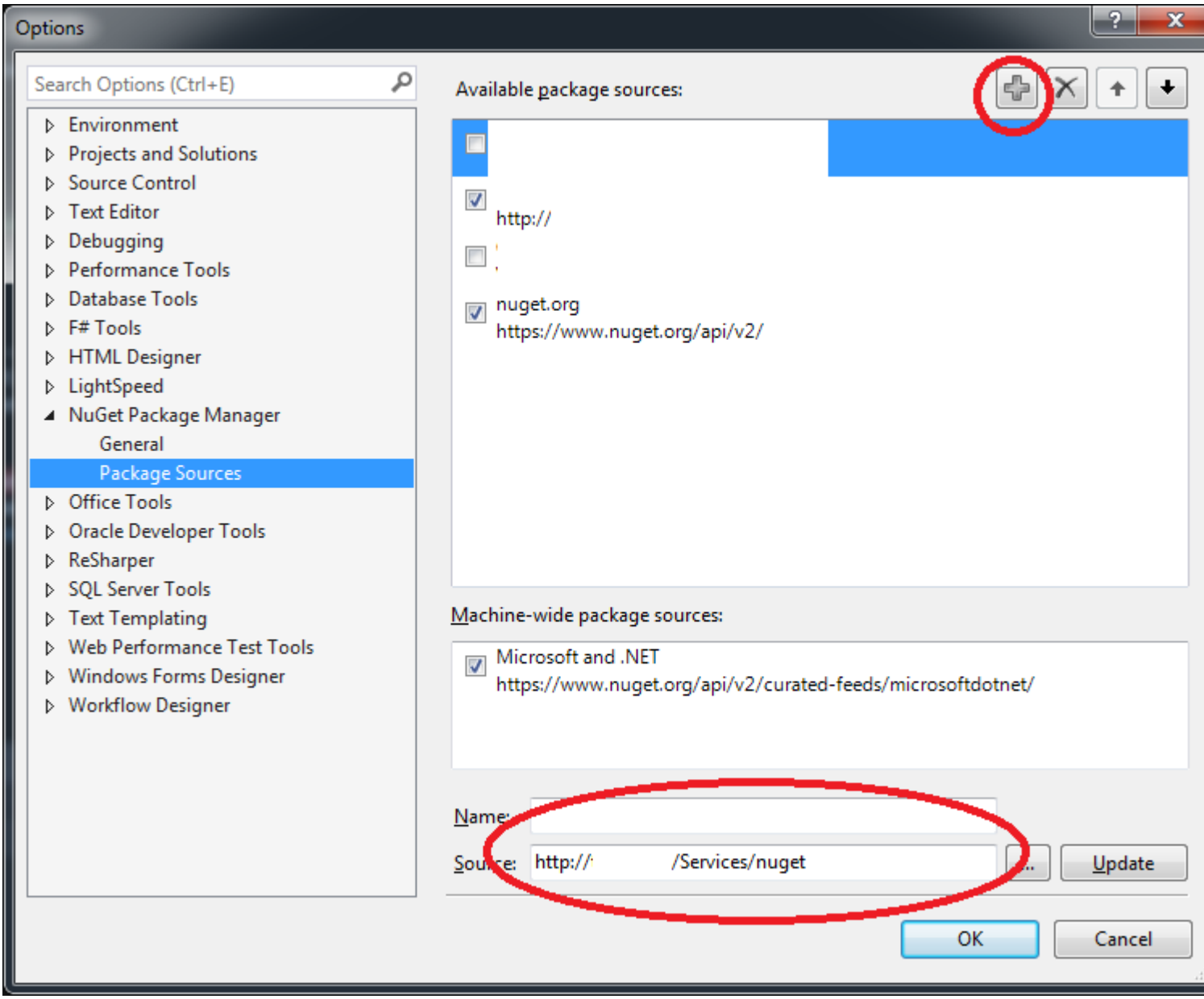
1. Manage NuGet Packages for Solution



2. “ Settings


Installed packages
Online
All
nuget.org
Microsoft and .NET
Updates
Include Prerelease
AddressLooku
Address search
Ajax Control T
Build Ajax appl
controls in the
Microsoft Ajax
JavaScript and
applications th
AmplifyJS
AmplifyJS is a
web applicatio
ANTLRv3
ANother Tool
that provides a
ASP.NET Web
Legacy packag
'Microsoft.Asp
ASP.NET Web
This package c
ASP.NET Web
Each package is licensed to you by its owner. Microsoft is not responsible for, nor does it grant any licenses to, third-party packages.
Settings

3. + nugetURL。




```
PM> uninstall-Package EntityFramework -Version 6.1.2
```

NuGet https://riptutorial.com/zh-CN/dot-net/topic/43/nuget

13: ReadOnlyCollections

ReadOnlyCollection“”。

ReadOnlyCollection。 ReadOnlyCollection。

ReadOnlyCollection。

ReadOnlyCollection 。

- ObservableCollection<T>
- ReadOnlyObservableCollection<T>

ReadOnlyCollectionsImmutableCollection

ReadOnlyCollectionImmutableCollectionImmutableCollection-n。 ReadOnlyCollection//。

Examples

ReadOnlyCollection

IListReadOnlyCollection

```
var groceryList = new List<string> { "Apple", "Banana" };
var readOnlyGroceryList = new ReadOnlyCollection<string>(groceryList);
```

LINQ

LINQIListAsReadOnly()

```
var readOnlyVersion = groceryList.AsReadOnly();
```

ReadOnlyCollection 。 ReadOnlyCollection 。

```
var readOnlyGroceryList = new List<string> {"Apple", "Banana"}.AsReadOnly();
// Great, but you will not be able to update the grocery list because
//  you do not have a reference to the source list anymore!
```

ImmutableCollection 。

ReadOnlyCollection

ReadOnlyCollection 。 ReadOnlyCollection。 ReadOnlyCollection。

```
var groceryList = new List<string> { "Apple", "Banana" };
```

```
var readOnlyGroceryList = new ReadOnlyCollection<string>(groceryList);

var itemCount = readOnlyGroceryList.Count;  // There are currently 2 items

//readOnlyGroceryList.Add("Candy");         // Compiler Error - Items cannot be added to a
ReadOnlyCollection object
groceryList.Add("Vitamins");                // ..but they can be added to the original
collection

itemCount = readOnlyGroceryList.Count;      // Now there are 3 items
var lastItem = readOnlyGroceryList.Last();  // The last item on the read only list is now
"Vitamins"
```

ReadOnlyCollection

ReadOnlyCollection◦

```
public class Item
{
    public string Name { get; set; }
    public decimal Price { get; set; }
}

public static void FillOrder()
{
    // An order is generated
    var order = new List<Item>
    {
        new Item { Name = "Apple", Price = 0.50m },
        new Item { Name = "Banana", Price = 0.75m },
        new Item { Name = "Vitamins", Price = 5.50m }
    };

    // The current sub total is $6.75
    var subTotal = order.Sum(item => item.Price);

    // Let the customer preview their order
    var customerPreview = new ReadOnlyCollection<Item>(order);

    // The customer can't add or remove items, but they can change
    //   the price of an item, even though it is a ReadOnlyCollection
    customerPreview.Last().Price = 0.25m;

    // The sub total is now only $1.50!
    subTotal = order.Sum(item => item.Price);
}
```

ReadOnlyCollections https://riptutorial.com/zh-CN/dot-net/topic/6906/readonlycollections

14: SpeechRecognitionEngine

- SpeechRecognitionEngine
- SpeechRecognitionEngine.LoadGrammar
- SpeechRecognitionEngine.SetInputToDefaultAudioDevice
- SpeechRecognitionEngine.RecognizeAsyncRecognizeMode
- GrammarBuilder
- GrammarBuilder.Append
- params string []
- GrammarBuilder builder

LoadGrammar	
	◦ DictationGrammar◦
RecognizeAsync	
	RecognizeMode Single Multiple◦
GrammarBuilder.Append	
	◦ “”◦
Choices	
	◦ GrammarBuilder.Append ◦
Grammar	
	GrammarBuilderGrammar ◦

SpeechRecognitionEngine Windows◦

System.Speech.dll◦

Examples

```
using System.Speech.Recognition;

// ...

SpeechRecognitionEngine recognitionEngine = new SpeechRecognitionEngine();
recognitionEngine.LoadGrammar(new DictationGrammar());
recognitionEngine.SpeechRecognized += delegate(object sender, SpeechRecognizedEventArgs e)
{
    Console.WriteLine("You said: {0}", e.Result.Text);
};
recognitionEngine.SetInputToDefaultAudioDevice();
```

```
recognitionEngine.RecognizeAsync(RecognizeMode.Multiple);
```

```
SpeechRecognitionEngine recognitionEngine = new SpeechRecognitionEngine();
GrammarBuilder builder = new GrammarBuilder();
builder.Append(new Choices("I am", "You are", "He is", "She is", "We are", "They are"));
builder.Append(new Choices("friendly", "unfriendly"));
recognitionEngine.LoadGrammar(new Grammar(builder));
recognitionEngine.SpeechRecognized += delegate(object sender, SpeechRecognizedEventArgs e)
{
    Console.WriteLine("You said: {0}", e.Result.Text);
};
recognitionEngine.SetInputToDefaultAudioDevice();
recognitionEngine.RecognizeAsync(RecognizeMode.Multiple);
```

SpeechRecognitionEngine https://riptutorial.com/zh-CN/dot-net/topic/69/speechrecognitionengine

15: System.Diagnostics

Examples

Stopwatch。

```
using System;
using System.Diagnostics;

public class Benchmark : IDisposable
{
    private Stopwatch sw;

    public Benchmark()
    {
        sw = Stopwatch.StartNew();
    }

    public void Dispose()
    {
        sw.Stop();
        Console.WriteLine(sw.Elapsed);
    }
}

public class Program
{
    public static void Main()
    {
        using (var bench = new Benchmark())
        {
            Console.WriteLine("Hello World");
        }
    }
}
```

shell

```
string strCmdText = "/C copy /b Image1.jpg + Archive.rar Image2.jpg";
System.Diagnostics.Process.Start("CMD.exe",strCmdText);
```

cmd。

```
System.Diagnostics.Process process = new System.Diagnostics.Process();
System.Diagnostics.ProcessStartInfo startInfo = new System.Diagnostics.ProcessStartInfo();
startInfo.WindowStyle = System.Diagnostics.ProcessWindowStyle.Hidden;
startInfo.FileName = "cmd.exe";
startInfo.Arguments = "/C copy /b Image1.jpg + Archive.rar Image2.jpg";
process.StartInfo = startInfo;
process.Start();
```

CMD

commandCmd.exe

```
private static string SendCommand(string command)
{
    var cmdOut = string.Empty;

    var startInfo = new ProcessStartInfo("cmd", command)
    {
        WorkingDirectory = @"C:\Windows\System32", // Directory to make the call from
        WindowStyle = ProcessWindowStyle.Hidden,   // Hide the window
        UseShellExecute = false,                   // Do not use the OS shell to start the
process
        CreateNoWindow = true,                     // Start the process in a new window
        RedirectStandardOutput = true,             // This is required to get STDOUT
        RedirectStandardError = true               // This is required to get STDERR
    };

    var p = new Process {StartInfo = startInfo};

    p.Start();

    p.OutputDataReceived += (x, y) => cmdOut += y.Data;
    p.ErrorDataReceived += (x, y) => cmdOut += y.Data;
    p.BeginOutputReadLine();
    p.BeginErrorReadLine();
    p.WaitForExit();
    return cmdOut;
}
```

```
var servername = "SVR-01.domain.co.za";
var currentUsers = SendCommand($"/C QUERY USER /SERVER:{servername}")
```

string currentUsers =“USERNAME SESSIONNAME ID STATE IDLE TIME LOGON TIME Joe.Bloggs ica-cgp0 2 Active 24692 + 13:29 25/07/2016 07:50 Jim.McFlannegan ica-cgp1 3 Active.25 / 07 / 2016 08:33 Andy.McAnderson ica-cgp2 4 Active。25/07/2016 08:54 John.Smith ica-cgp4 5 Active 14 25/07/2016 08:57 Bob.Bobbington ica-cgp5 624692 + 13:29 25/07/2016 09:05 Tim.Tom ica-cgp6 7.25 / 07/2016 09:08 Bob.Joges ica-cgp7 824692 + 13:29 25 / 07/2016 2016:13“

。

```
private static string SendCommand(string command)
{
    var cmdOut = string.Empty;

    var startInfo = new ProcessStartInfo("cmd", command)
    {
        WorkingDirectory = @"C:\Windows\System32",
        WindowStyle = ProcessWindowStyle.Hidden,    // This does not actually work in
conjunction with "runas" - the console window will still appear!
        UseShellExecute = false,
        CreateNoWindow = true,
        RedirectStandardOutput = true,
        RedirectStandardError = true,
```

```
        Verb = "runas",
        Domain = "doman1.co.za",
        UserName = "administrator",
        Password = GetPassword()
    };

    var p = new Process {StartInfo = startInfo};

    p.Start();

    p.OutputDataReceived += (x, y) => cmdOut += y.Data;
    p.ErrorDataReceived += (x, y) => cmdOut += y.Data;
    p.BeginOutputReadLine();
    p.BeginErrorReadLine();
    p.WaitForExit();
    return cmdOut;
}
```

```
static SecureString GetPassword()
{
    var plainText = "password123";
    var ss = new SecureString();
    foreach (char c in plainText)
    {
        ss.AppendChar(c);
    }

    return ss;
}
```

STDOUTSTDERR`OutputDataReceivedErrorDataReceived` - `cmdOut` ◦

System.Diagnostics https://riptutorial.com/zh-CN/dot-net/topic/3143/system-diagnostics

16: System.IO

Examples

StreamReader

```
string fullOrRelativePath = "testfile.txt";

string fileData;

using (var reader = new StreamReader(fullOrRelativePath))
{
    fileData = reader.ReadToEnd();
}
```

StreamReader◦

System.IO.FileFile.ReadAllText(path)File.ReadAllLines(path) ◦

System.IO.File/

◦

```
string fileText = File.ReadAllText(file);
string[] fileLines = File.ReadAllLines(file);
byte[] fileBytes = File.ReadAllBytes(file);
```

- ◦
- ◦ ◦
- ◦

◦ ◦

```
 File.AppendAllText(file, "Here is some data that is\nappended to the file.");
 File.AppendAllLines(file, new string[2] { "Here is some data that is", "appended to the
file." });
 using (StreamWriter stream = File.AppendText(file))
 {
     stream.WriteLine("Here is some data that is");
     stream.Write("appended to the file.");
 }
```

- ◦
- ◦
- File.AppendText◦

。 。 。

```
File.WriteAllText(file, "here is some data\nin this file.");
File.WriteAllLines(file, new string[2] { "here is some data", "in this file" });
File.WriteAllBytes(file, new byte[2] { 0, 255 });
```

- 。
- 。
- 。

System.IO.SerialPorts

```
using System.IO.Ports;
string[] ports = SerialPort.GetPortNames();
for (int i = 0; i < ports.Length; i++)
{
    Console.WriteLine(ports[i]);
}
```

System.IO.SerialPort

```
using System.IO.Ports;
SerialPort port = new SerialPort();
SerialPort port = new SerialPort("COM 1"); ;
SerialPort port = new SerialPort("COM 1", 9600);
```

SerialPort。

SerialPort/

SerialPort.ReadSerialPort.Write。 System.IO.StreamSerialPort。 SerialPort.BaseStream 。

```
int length = port.BytesToRead;
//Note that you can swap out a byte-array for a char-array if you prefer.
byte[] buffer = new byte[length];
port.Read(buffer, 0, length);
```

```
string curData = port.ReadExisting();
```

```
string line = port.ReadLine();
```

SerialPort

```
port.Write("here is some text to be sent over the serial port.");
```

```
//Note that you can swap out the byte-array with a char-array if you so choose.
byte[] data = new byte[1] { 255 };
port.Write(data, 0, data.Length);
```

System.IO https://riptutorial.com/zh-CN/dot-net/topic/5259/system-io

17: System.IO.File

- ;
- ;

source	。
destination	source。

Examples

```
File.Delete(path);
```

- UnauthorizedAccessException 。
- IOException 。
- IOException 。
- IOException 。

```
if (File.Exists(path))
    File.Delete(path);
```

File.Exists()File.Delete()。 I / O

```
if (File.Exists(path))
{
    try
    {
        File.Delete(path);
    }
    catch (IOException exception)
    {
        if (!File.Exists(path))
            return; // Someone else deleted this file

        // Something went wrong...
    }
    catch (UnauthorizedAccessException exception)
    {
        // I do not have required permissions
    }
}
```

I / O。 I / O

```
public static void Delete(string path)
{
    if (!File.Exists(path))
        return;
```

```
    for (int i=1; ; ++i)
    {
        try
        {
            File.Delete(path);
            return;
        }
        catch (IOException e)
        {
            if (!File.Exists(path))
                return;

            if (i == NumberOfAttempts)
                throw;

            Thread.Sleep(DelayBetweenEachAttempt);
        }

        // You may handle UnauthorizedAccessException but this issue
        // will probably won't be fixed in few seconds...
    }
}

private const int NumberOfAttempts = 3;
private const int DelayBetweenEachAttempt = 1000; // ms
```

Windows`FileShare.Delete`。

。 。

```
File.WriteAllLines(path,
    File.ReadAllLines(path).Where(x => !String.IsNullOrWhiteSpace(x)));
```

file

```
File.WriteAllLines(outputPath,
    File.ReadLines(inputPath).Where(x => !String.IsNullOrWhiteSpace(x)));
```

```
public static void ConvertEncoding(string path, Encoding from, Encoding to)
{
    File.WriteAllText(path, File.ReadAllText(path, from), to);
}
```

BOMEncoding.UTF8.GetString/ BOM 。

“”

`System.IO.Directory.EnumerateFiles`System.IO.Directory.GetFiles() 。 `"*.*"`

```
public static void Touch(string path,
                         string searchPattern = "*.*",
                         SearchOptions options = SearchOptions.None)
{
```

```
    var now = DateTime.Now;

    foreach (var filePath in Directory.EnumerateFiles(path, searchPattern, options))
    {
        File.SetLastWriteTime(filePath, now);
    }
}
```

。

```
static IEnumerable<string> EnumerateAllFilesOlderThan(
                                TimeSpan maximumAge,
                                string path,
                                string searchPattern = "*.*",
                                SearchOption options = SearchOption.TopDirectoryOnly)
{
    DateTime oldestWriteTime = DateTime.Now - maximumAge;

    return Directory.EnumerateFiles(path, searchPattern, options)
        .Where(x => Directory.GetLastWriteTime(x) < oldestWriteTime);
}
```

```
var oldFiles = EnumerateAllFilesOlderThan(TimeSpan.FromDays(7), @"c:\log", "*.log");
```

- Directory.EnumerateFiles()Directory.GetFiles()。 。
- 。
- MSDN。

File.Move

```
File.Move(@"C:\TemporaryFile.txt", @"C:\TemporaryFiles\TemporaryFile.txt");
```

。 “C” - 'B"M'

```
string source = @"C:\TemporaryFile.txt", destination = @"C:\TemporaryFiles\TemporaryFile.txt";
if(File.Exists("C:\TemporaryFile.txt"))
{
    File.Move(source, destination);
}
```

。 File.Exists。 - 。

FileNotFoundException。

IOException	。
ArgumentNullException	Source/Destinationnull。
ArgumentException	Source/Destination。

`UnauthorizedAccessException`	。
`PathTooLongException`	。Windows248260。
`DirectoryNotFoundException`	。
`NotSupportedException`	。

System.IO.File https://riptutorial.com/zh-CN/dot-net/topic/5395/system-io-file

18: System.Net.Mail

DisposeSystem.Net.MailMessageStreamStreams。usingDisposableDisposed

Examples

MAILMESSAGE

◦ SmtpClient◦ 25◦

```
public class clsMail
{
    private static bool SendMail(string mailfrom, List<string>replytos, List<string> mailtos,
List<string> mailccs, List<string> mailbccs, string body, string subject, List<string>
Attachment)
    {
        try
        {
            using(MailMessage MyMail = new MailMessage())
            {
                MyMail.From = new MailAddress(mailfrom);
                foreach (string mailto in mailtos)
                    MyMail.To.Add(mailto);

                if (replytos != null && replytos.Any())
                {
                    foreach (string replyto in replytos)
                        MyMail.ReplyToList.Add(replyto);
                }

                if (mailccs != null && mailccs.Any())
                {
                    foreach (string mailcc in mailccs)
                        MyMail.CC.Add(mailcc);
                }

                if (mailbccs != null && mailbccs.Any())
                {
                    foreach (string mailbcc in mailbccs)
                        MyMail.Bcc.Add(mailbcc);
                }

                MyMail.Subject = subject;
                MyMail.IsBodyHtml = true;
                MyMail.Body = body;
                MyMail.Priority = MailPriority.Normal;

                if (Attachment != null && Attachment.Any())
                {
                    System.Net.Mail.Attachment attachment;
                    foreach (var item in Attachment)
                    {
                        attachment = new System.Net.Mail.Attachment(item);
                        MyMail.Attachments.Add(attachment);
                    }
                }
```

```
                SmtpClient smtpMailObj = new SmtpClient();
                smtpMailObj.Host = "your host";
                smtpMailObj.Port = 25;
                smtpMailObj.Credentials = new System.Net.NetworkCredential("uid", "pwd");

                smtpMailObj.Send(MyMail);
                return true;
            }
        }
        catch
        {
            return false;
        }
    }
}
```

MailMessageSmtpClient◦ ◦

```
using System.Net.Mail;

using(MailMessage myMail = new MailMessage())
{
     Attachment attachment = new Attachment(path);
     myMail.Attachments.Add(attachment);

     // further processing to send the mail message

}
```

System.Net.Mail https://riptutorial.com/zh-CN/dot-net/topic/7440/system-net-mail

19: System.Reflection.Emit

Examples

```
using System;
using System.Reflection;
using System.Reflection.Emit;

class DemoAssemblyBuilder
{
    public static void Main()
    {
        // An assembly consists of one or more modules, each of which
        // contains zero or more types. This code creates a single-module
        // assembly, the most common case. The module contains one type,
        // named "MyDynamicType", that has a private field, a property
        // that gets and sets the private field, constructors that
        // initialize the private field, and a method that multiplies
        // a user-supplied number by the private field value and returns
        // the result. In C# the type might look like this:
        /*
        public class MyDynamicType
        {
            private int m_number;

            public MyDynamicType() : this(42) {}
            public MyDynamicType(int initNumber)
            {
                m_number = initNumber;
            }

            public int Number
            {
                get { return m_number; }
                set { m_number = value; }
            }

            public int MyMethod(int multiplier)
            {
                return m_number * multiplier;
            }
        }
        */

        AssemblyName aName = new AssemblyName("DynamicAssemblyExample");
        AssemblyBuilder ab =
            AppDomain.CurrentDomain.DefineDynamicAssembly(
                aName,
                AssemblyBuilderAccess.RunAndSave);

        // For a single-module assembly, the module name is usually
        // the assembly name plus an extension.
        ModuleBuilder mb =
            ab.DefineDynamicModule(aName.Name, aName.Name + ".dll");

        TypeBuilder tb = mb.DefineType(
            "MyDynamicType",
```

```
             TypeAttributes.Public);

        // Add a private field of type int (Int32).
        FieldBuilder fbNumber = tb.DefineField(
            "m_number",
            typeof(int),
            FieldAttributes.Private);

        // Next, we make a simple sealed method.
        MethodBuilder mbMyMethod = tb.DefineMethod(
            "MyMethod",
            MethodAttributes.Public,
            typeof(int),
            new[] { typeof(int) });

        ILGenerator il = mbMyMethod.GetILGenerator();
        il.Emit(OpCodes.Ldarg_0); // Load this - always the first argument of any instance
method
        il.Emit(OpCodes.Ldfld, fbNumber);
        il.Emit(OpCodes.Ldarg_1); // Load the integer argument
        il.Emit(OpCodes.Mul); // Multiply the two numbers with no overflow checking
        il.Emit(OpCodes.Ret); // Return

        // Next, we build the property. This involves building the property itself, as well as
the
        // getter and setter methods.
        PropertyBuilder pbNumber = tb.DefineProperty(
            "Number", // Name
            PropertyAttributes.None,
            typeof(int), // Type of the property
            new Type[0]); // Types of indices, if any

        MethodBuilder mbSetNumber = tb.DefineMethod(
            "set_Number", // Name - setters are set_Property by convention
            // Setter is a special method and we don't want it to appear to callers from C#
            MethodAttributes.PrivateScope | MethodAttributes.HideBySig |
MethodAttributes.Public | MethodAttributes.SpecialName,
            typeof(void), // Setters don't return a value
            new[] { typeof(int) }); // We have a single argument of type System.Int32

        // To generate the body of the method, we'll need an IL generator
        il = mbSetNumber.GetILGenerator();
        il.Emit(OpCodes.Ldarg_0); // Load this
        il.Emit(OpCodes.Ldarg_1); // Load the new value
        il.Emit(OpCodes.Stfld, fbNumber); // Save the new value to this.m_number
        il.Emit(OpCodes.Ret); // Return

        // Finally, link the method to the setter of our property
        pbNumber.SetSetMethod(mbSetNumber);

        MethodBuilder mbGetNumber = tb.DefineMethod(
            "get_Number",
            MethodAttributes.PrivateScope | MethodAttributes.HideBySig |
MethodAttributes.Public | MethodAttributes.SpecialName,
            typeof(int),
            new Type[0]);

        il = mbGetNumber.GetILGenerator();
        il.Emit(OpCodes.Ldarg_0); // Load this
        il.Emit(OpCodes.Ldfld, fbNumber); // Load the value of this.m_number
        il.Emit(OpCodes.Ret); // Return the value
```

```
        pbNumber.SetGetMethod(mbGetNumber);

        // Finally, we add the two constructors.
        // Constructor needs to call the constructor of the parent class, or another
constructor in the same class
        ConstructorBuilder intConstructor = tb.DefineConstructor(
            MethodAttributes.Public, CallingConventions.Standard | CallingConventions.HasThis,
new[] { typeof(int) });
        il = intConstructor.GetILGenerator();
        il.Emit(OpCodes.Ldarg_0); // this
        il.Emit(OpCodes.Call, typeof(object).GetConstructor(new Type[0])); // call parent's
constructor
        il.Emit(OpCodes.Ldarg_0); // this
        il.Emit(OpCodes.Ldarg_1); // our int argument
        il.Emit(OpCodes.Stfld, fbNumber); // store argument in this.m_number
        il.Emit(OpCodes.Ret);

        var parameterlessConstructor = tb.DefineConstructor(
            MethodAttributes.Public, CallingConventions.Standard | CallingConventions.HasThis,
new Type[0]);
        il = parameterlessConstructor.GetILGenerator();
        il.Emit(OpCodes.Ldarg_0); // this
        il.Emit(OpCodes.Ldc_I4_S, (byte)42); // load 42 as an integer constant
        il.Emit(OpCodes.Call, intConstructor); // call this(42)
        il.Emit(OpCodes.Ret);

        // And make sure the type is created
        Type ourType = tb.CreateType();

        // The types from the assembly can be used directly using reflection, or we can save
the assembly to use as a reference
        object ourInstance = Activator.CreateInstance(ourType);
        Console.WriteLine(ourType.GetProperty("Number").GetValue(ourInstance)); // 42

        // Save the assembly for use elsewhere. This is very useful for debugging - you can
use e.g. ILSpy to look at the equivalent IL/C# code.
        ab.Save(@"DynamicAssemblyExample.dll");
        // Using newly created type
        var myDynamicType = tb.CreateType();
        var myDynamicTypeInstance = Activator.CreateInstance(myDynamicType);

        Console.WriteLine(myDynamicTypeInstance.GetType()); // MyDynamicType

        var numberField = myDynamicType.GetField("m_number", BindingFlags.NonPublic |
BindingFlags.Instance);
        numberField.SetValue (myDynamicTypeInstance, 10);

        Console.WriteLine(numberField.GetValue(myDynamicTypeInstance)); // 10
    }
}
```

System.Reflection.Emit https://riptutorial.com/zh-CN/dot-net/topic/74/system-reflection-emit

20: System.Runtime.Caching.MemoryCache ObjectCache

Examples

SetCacheItem。

```
ObjectCache.Set(CacheItem, CacheItemPolicy)
```

```
private static bool SetToCache()
{
    string key = "Cache_Key";
    string value = "Cache_Value";

    //Get a reference to the default MemoryCache instance.
    var cacheContainer = MemoryCache.Default;

    var policy = new CacheItemPolicy()
    {
        AbsoluteExpiration = DateTimeOffset.Now.AddMinutes(DEFAULT_CACHE_EXPIRATION_MINUTES)
     };
     var itemToCache = new CacheItem(key, value); //Value is of type object.
     cacheContainer.Set(itemToCache, policy);
}
```

System.Runtime.Caching.MemoryCacheObjectCache

valueFetchFactory。

```
    public static TValue GetExistingOrAdd<TValue>(string key, double minutesForExpiration,
Func<TValue> valueFetchFactory)
    {
        try
        {
            //The Lazy class provides Lazy initialization which will evaluate
            //the valueFetchFactory only if item is not in the cache.
            var newValue = new Lazy<TValue>(valueFetchFactory);

            //Setup the cache policy if item will be saved back to cache.
            CacheItemPolicy policy = new CacheItemPolicy()
            {
                AbsoluteExpiration = DateTimeOffset.Now.AddMinutes(minutesForExpiration)
            };

            //returns existing item form cache or add the new value if it does not exist.
            var cachedItem = _cacheContainer.AddOrGetExisting(key, newValue, policy) as
Lazy<TValue>;

            return (cachedItem ?? newValue).Value;
        }
        catch (Exception excep)
        {
            return default(TValue);
```

```
        }
    }
```

System.Runtime.Caching.MemoryCacheObjectCache https://riptutorial.com/zh-CN/dot-net/topic/76/system-runtime-caching-memorycache-objectcache-

21: TPL

System.Threading.Tasks.Dataflow

System.Threading.Tasks

System.Net.Http

System.Net

PostSendAsync

PostSendAsync ◦

Postbool◦ BoundedCapcity◦ SendAsyncawaitTask<bool> ◦ falsetrue◦

Examples

ActionBlock

```
// Create a block with an asynchronous action
var block = new ActionBlock<string>(async hostName =>
{
    IPAddress[] ipAddresses = await Dns.GetHostAddressesAsync(hostName);
    Console.WriteLine(ipAddresses[0]);
});

block.Post("google.com"); // Post items to the block's InputQueue for processing
block.Post("reddit.com");
block.Post("stackoverflow.com");

block.Complete(); // Tell the block to complete and stop accepting new items
await block.Completion; // Asynchronously wait until all items completed processingu
```

```
var httpClient = new HttpClient();

// Create a block the accepts a uri and returns its contents as a string
var downloaderBlock = new TransformBlock<string, string>(
    async uri => await httpClient.GetStringAsync(uri));

// Create a block that accepts the content and prints it to the console
var printerBlock = new ActionBlock<string>(
    contents => Console.WriteLine(contents));

// Make the downloaderBlock complete the printerBlock when its completed.
var dataflowLinkOptions = new DataflowLinkOptions {PropagateCompletion = true};

// Link the block to create a pipeline
downloaderBlock.LinkTo(printerBlock, dataflowLinkOptions);

// Post urls to the first block which will pass their contents to the second one.
```

```
downloaderBlock.Post("http://youtube.com");
downloaderBlock.Post("http://github.com");
downloaderBlock.Post("http://twitter.com");

downloaderBlock.Complete(); // Completion will propagate to printerBlock
await printerBlock.Completion; // Only need to wait for the last block in the pipeline
```

BufferBlock/

```
public class Producer
{
    private static Random random = new Random((int)DateTime.UtcNow.Ticks);
    //produce the value that will be posted to buffer block
    public double Produce ( )
    {
        var value = random.NextDouble();
        Console.WriteLine($"Producing value: {value}");
        return value;
    }
}

public class Consumer
{
    //consume the value that will be received from buffer block
    public void Consume (double value) => Console.WriteLine($"Consuming value: {value}");
}

class Program
{
    private static BufferBlock<double> buffer = new BufferBlock<double>();
    static void Main (string[] args)
    {
        //start a task that will every 1 second post a value from the producer to buffer block
        var producerTask = Task.Run(async () =>
        {
            var producer = new Producer();
            while(true)
            {
                buffer.Post(producer.Produce());
                await Task.Delay(1000);
            }
        });
        //start a task that will recieve values from bufferblock and consume it
        var consumerTask = Task.Run(() =>
        {
            var consumer = new Consumer();
            while(true)
            {
                consumer.Consume(buffer.Receive());
            }
        });

        Task.WaitAll(new[] { producerTask, consumerTask });
    }
}
```

BufferBlock

```
var bufferBlock = new BufferBlock<int>(new DataflowBlockOptions
{
    BoundedCapacity = 1000
});

var cancellationToken = new CancellationTokenSource(TimeSpan.FromSeconds(10)).Token;

var producerTask = Task.Run(async () =>
{
    var random = new Random();

    while (!cancellationToken.IsCancellationRequested)
    {
        var value = random.Next();
        await bufferBlock.SendAsync(value, cancellationToken);
    }
});

var consumerTask = Task.Run(async () =>
{
    while (await bufferBlock.OutputAvailableAsync())
    {
        var value = bufferBlock.Receive();
        Console.WriteLine(value);
    }
});

await Task.WhenAll(producerTask, consumerTask);
```

TPL https://riptutorial.com/zh-CN/dot-net/topic/784/tpl

22: VB

Examples

VB.NET FormsHello World

```
Public Class Form1
    Private Sub Form1_Shown(sender As Object, e As EventArgs) Handles MyBase.Shown
        MessageBox.Show("Hello, World!")
    End Sub
End Class
To show a message box before the form has been shown:

Public Class Form1
    Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
        MessageBox.Show("Hello, World!")
    End Sub
End Class
```

Load。Show。Activate。

LoadShowshowmsgBoxmsgBoxLoad。 **LoadShow**。

/VB .Net

```
'can be permanently set
' Tools / Options / Projects and Soluntions / VB Defaults
Option Strict On
Option Explicit On
Option Infer Off

Public Class Form1

End Class
```

+。 。

。

Application.DoEvents 。"。 。

。

Windows.Forms.Timer。Timer。

。

```
'can be permanently set
' Tools / Options / Projects and Soluntions / VB Defaults
Option Strict On
Option Explicit On
```

```
Option Infer Off

Public Class Form1

    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Button1.Enabled = False
        Timer1.Interval = 60 * 1000 'one minute intervals
        'start timer
        Timer1.Start()
        Label1.Text = DateTime.Now.ToLongTimeString
    End Sub

    Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
        Label1.Text = DateTime.Now.ToLongTimeString
    End Sub
End Class
```

。。。。

```
'can be permanently set
' Tools / Options / Projects and Soluntions / VB Defaults
Option Strict On
Option Explicit On
Option Infer Off

Public Class Form1

    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Button1.Enabled = False
        ctSecs = 0 'clear count
        Timer1.Interval = 1000 'one second in ms.
        'start timers
        stpw.Reset()
        stpw.Start()
        Timer1.Start()
    End Sub

    Dim stpw As New Stopwatch
    Dim ctSecs As Integer

    Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
        ctSecs += 1
        If ctSecs = 180 Then 'about 2.5 seconds off on my PC!
            'stop timing
            stpw.Stop()
            Timer1.Stop()
            'show actual elapsed time
            'Is it near 180?
            Label1.Text = stpw.Elapsed.TotalSeconds.ToString("n1")
        End If
    End Sub
End Class
```

button1label1。 label1180。182.5

“Windows55。”。

。

```
'can be permanently set
' Tools / Options / Projects and Soluntions / VB Defaults
Option Strict On
Option Explicit On
Option Infer Off

Public Class Form1

    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Button1.Enabled = False
        Timer1.Interval = 100 'one tenth of a second in ms.
        'start timers
        stpw.Reset()
        stpw.Start()
        Timer1.Start()
    End Sub

    Dim stpw As New Stopwatch
    Dim threeMinutes As TimeSpan = TimeSpan.FromMinutes(3)

    Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
        If stpw.Elapsed >= threeMinutes Then '0.1 off on my PC!
            'stop timing
            stpw.Stop()
            Timer1.Stop()
            'show actual elapsed time
            'how close?
            Label1.Text = stpw.Elapsed.TotalSeconds.ToString("n1")
        End If
    End Sub
End Class
```

。 。

VB https://riptutorial.com/zh-CN/dot-net/topic/2197/vb

23: XmlSerializer

`XmlSerializerHTML` ◦ HTML Agility Pack

Examples

```
public void SerializeFoo(string fileName, Foo foo)
{
    var serializer = new XmlSerializer(typeof(Foo));
    using (var stream = File.Open(fileName, FileMode.Create))
    {
        serializer.Serialize(stream, foo);
    }
}
```

```
public Foo DeserializeFoo(string fileName)
{
    var serializer = new XmlSerializer(typeof(Foo));
    using (var stream = File.OpenRead(fileName))
    {
        return (Foo)serializer.Deserialize(stream);
    }
}
```

Property

```
<Foo>
    <Dog/>
</Foo>
```

-

```
public class Foo
{
    // Using XmlElement
    [XmlElement(Name="Dog")]
    public Animal Cat { get; set; }
}
```

XmlArray

```
<Store>
    <Articles>
        <Product/>
        <Product/>
    </Articles>
</Store>
```

-

```
public class Store
{
    [XmlArray("Articles")]
    public List<Product> Products {get; set; }
}
```

```
public class Dog
{
    private const string _birthStringFormat = "yyyy-MM-dd";

    [XmlIgnore]
    public DateTime Birth {get; set;}

    [XmlElement(ElementName="Birth")]
    public string BirthString
    {
        get { return Birth.ToString(_birthStringFormat); }
        set { Birth = DateTime.ParseExact(value, _birthStringFormat,
CultureInfo.InvariantCulture); }
    }
}
```

XmlSerializer。。。。

`new XmlSerializer(type, knownTypes)` NON ^ 2

```
// Beware of the N^2 in terms of the number of types.
var allSerializers = allTypes.Select(t => new XmlSerializer(t, allTypes));
var serializerDictionary = Enumerable.Range(0, allTypes.Length)
    .ToDictionary (i => allTypes[i], i => allSerializers[i])
```

BaseOOP。

-

System.Xml.Serialization.XmlSerializer.FromTypes[]

FromTypesXmlSerializerType。

```
var allSerializers = XmlSerializer.FromTypes(allTypes);
var serializerDictionary = Enumerable.Range(0, allTypes.Length)
    .ToDictionary(i => allTypes[i], i => allSerializers[i]);
```

```
using System;
using System.Collections.Generic;
using System.Xml.Serialization;
using System.Linq;
using System.Linq;

public class Program
{
    public class Container
    {
        public Base Base { get; set; }
```

```
    }

    public class Base
    {
        public int JustSomePropInBase { get; set; }
    }

    public class Derived : Base
    {
        public int JustSomePropInDerived { get; set; }
    }

    public void Main()
    {
        var sampleObject = new Container { Base = new Derived() };
        var allTypes = new[] { typeof(Container), typeof(Base), typeof(Derived) };

        Console.WriteLine("Trying to serialize without a derived class metadata:");
        SetupSerializers(allTypes.Except(new[] { typeof(Derived) }).ToArray());
        try
        {
            Serialize(sampleObject);
        }
        catch (InvalidOperationException e)
        {
            Console.WriteLine();
            Console.WriteLine("This error was anticipated,");
            Console.WriteLine("we have not supplied a derived class.");
            Console.WriteLine(e);
        }
        Console.WriteLine("Now trying to serialize with all of the type information:");
        SetupSerializers(allTypes);
        Serialize(sampleObject);
        Console.WriteLine();
        Console.WriteLine("Slides down well this time!");
    }

    static void Serialize<T>(T o)
    {
        serializerDictionary[typeof(T)].Serialize(Console.Out, o);
    }

    private static Dictionary<Type, XmlSerializer> serializerDictionary;

    static void SetupSerializers(Type[] allTypes)
    {
        var allSerializers = XmlSerializer.FromTypes(allTypes);
        serializerDictionary = Enumerable.Range(0, allTypes.Length)
            .ToDictionary(i => allTypes[i], i => allSerializers[i]);
    }
}
```

```
Trying to serialize without a derived class metadata:
<?xml version="1.0" encoding="utf-16"?>
<Container xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
This error was anticipated,
we have not supplied a derived class.
System.InvalidOperationException: There was an error generating the XML document. --->
System.InvalidOperationException: The type Program+Derived was not expected. Use the
```

```
XmlInclude or SoapInclude attribute to specify types that are not known statically.
   at Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationWriter1.Write2_Base(String
n, String ns, Base o, Boolean isNullable, Boolean needType)
   at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationWriter1.Write3_Container(String
n, String ns, Container o, Boolean isNullable, Boolean needType)
   at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationWriter1.Write4_Container(Object
o)
   at System.Xml.Serialization.XmlSerializer.Serialize(XmlWriter xmlWriter, Object o,
XmlSerializerNamespaces namespaces, String encodingStyle, String id)
   --- End of inner exception stack trace ---
   at System.Xml.Serialization.XmlSerializer.Serialize(XmlWriter xmlWriter, Object o,
XmlSerializerNamespaces namespaces, String encodingStyle, String id)
   at System.Xml.Serialization.XmlSerializer.Serialize(XmlWriter xmlWriter, Object o,
XmlSerializerNamespaces namespaces, String encodingStyle)
   at System.Xml.Serialization.XmlSerializer.Serialize(XmlWriter xmlWriter, Object o,
XmlSerializerNamespaces namespaces)
   at Program.Serialize[T](T o)
   at Program.Main()
Now trying to serialize with all of the type information:
<?xml version="1.0" encoding="utf-16"?>
<Container xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <Base xsi:type="Derived">
    <JustSomePropInBase>0</JustSomePropInBase>
    <JustSomePropInDerived>0</JustSomePropInDerived>
  </Base>
</Container>
Slides down well this time!
```

-

```
Use the XmlInclude or SoapInclude attribute to specify types that are not known statically.
```

XML

```
<Base xsi:type="Derived">
```

```
BaseContainer Derived◦
```

XmlSerializer https://riptutorial.com/zh-CN/dot-net/topic/31/xmlserializer

24:

Examples

```
var serialPort = new SerialPort("COM1", 9600, Parity.Even, 8, StopBits.One);
serialPort.Open();
serialPort.WriteLine("Test data");
string response = serialPort.ReadLine();
Console.WriteLine(response);
serialPort.Close();
```

```
string[] portNames = SerialPort.GetPortNames();
```

```
void SetupAsyncRead(SerialPort serialPort)
{
    serialPort.DataReceived += (sender, e) => {
        byte[] buffer = new byte[4096];
        switch (e.EventType)
        {
            case SerialData.Chars:
                var port = (SerialPort)sender;
                int bytesToRead = port.BytesToRead;
                if (bytesToRead > buffer.Length)
                    Array.Resize(ref buffer, bytesToRead);
                int bytesRead = port.Read(buffer, 0, bytesToRead);
                // Process the read buffer here
                // ...
                break;
            case SerialData.Eof:
                // Terminate the service here
                // ...
                break;
        }
    };
```

```
using System.IO.Ports;

namespace TextEchoService
{
    class Program
    {
        static void Main(string[] args)
        {
            var serialPort = new SerialPort("COM1", 9600, Parity.Even, 8, StopBits.One);
            serialPort.Open();
            string message = "";
            while (message != "quit")
            {
                message = serialPort.ReadLine();
                serialPort.WriteLine(message);
            }
            serialPort.Close();
        }
    }
```

```
}
```

```
using System;
using System.Collections.Generic;
using System.IO.Ports;
using System.Text;
using System.Threading;

namespace AsyncReceiver
{
    class Program
    {
        const byte STX = 0x02;
        const byte ETX = 0x03;
        const byte ACK = 0x06;
        const byte NAK = 0x15;
        static ManualResetEvent terminateService = new ManualResetEvent(false);
        static readonly object eventLock = new object();
        static List<byte> unprocessedBuffer = null;

        static void Main(string[] args)
        {
            try
            {
                var serialPort = new SerialPort("COM11", 9600, Parity.Even, 8, StopBits.One);
                serialPort.DataReceived += DataReceivedHandler;
                serialPort.ErrorReceived += ErrorReceivedHandler;
                serialPort.Open();
                terminateService.WaitOne();
                serialPort.Close();
            }
            catch (Exception e)
            {
                Console.WriteLine("Exception occurred: {0}", e.Message);
            }
            Console.ReadKey();
        }

        static void DataReceivedHandler(object sender, SerialDataReceivedEventArgs e)
        {
            lock (eventLock)
            {
                byte[] buffer = new byte[4096];
                switch (e.EventType)
                {
                    case SerialData.Chars:
                        var port = (SerialPort)sender;
                        int bytesToRead = port.BytesToRead;
                        if (bytesToRead > buffer.Length)
                            Array.Resize(ref buffer, bytesToRead);
                        int bytesRead = port.Read(buffer, 0, bytesToRead);
                        ProcessBuffer(buffer, bytesRead);
                        break;
                    case SerialData.Eof:
                        terminateService.Set();
                        break;
                }
            }
        }
        static void ErrorReceivedHandler(object sender, SerialErrorReceivedEventArgs e)
```

```
        {
            lock (eventLock)
                if (e.EventType == SerialError.TXFull)
                {
                    Console.WriteLine("Error: TXFull. Can't handle this!");
                    terminateService.Set();
                }
                else
                {
                    Console.WriteLine("Error: {0}. Resetting everything", e.EventType);
                    var port = (SerialPort)sender;
                    port.DiscardInBuffer();
                    port.DiscardOutBuffer();
                    unprocessedBuffer = null;
                    port.Write(new byte[] { NAK }, 0, 1);
                }
        }

        static void ProcessBuffer(byte[] buffer, int length)
        {
            List<byte> message = unprocessedBuffer;
            for (int i = 0; i < length; i++)
                if (buffer[i] == ETX)
                {
                    if (message != null)
                    {
                        Console.WriteLine("MessageReceived: {0}",
                            Encoding.ASCII.GetString(message.ToArray()));
                        message = null;
                    }
                }
                else if (buffer[i] == STX)
                    message = null;
                else if (message != null)
                    message.Add(buffer[i]);
            unprocessedBuffer = message;
        }
    }
}
```

STXETX◦ ◦ ◦ ◦

- SerialPort.DataReceived◦
- SerialPort.ErrorReceived◦
- ◦
- ◦
    - SerialPort.DataReceivedETX ◦ SerialPort.Read.....port.BytesToRead◦ unprocessedBuffer ◦
- ◦
    - SerialPort.DataReceived◦

https://riptutorial.com/zh-CN/dot-net/topic/5366/

25:

/。 。 。

Examples

...

```
void DoWork(string input)
{
    Contract.Requires(!string.IsNullOrEmpty(input));

    //do work
}
```

.....

```
string s = null;
p.DoWork(s);
```

CodeContracts: requires is false: !string.IsNullOrEmpty(input)

。 。 。

...

```
string GetValue()
{
    Contract.Ensures(Contract.Result<string>() != null);

    return null;
}
```

.....

```
string GetValue()
{
    Contract.Ensures(Contract.Result<string>() != null);

    return null;
}
```

CodeContracts: Invoking method 'GetValue' will always lead to an error. If this is wanted, consider adding Contract.Requires(false) to

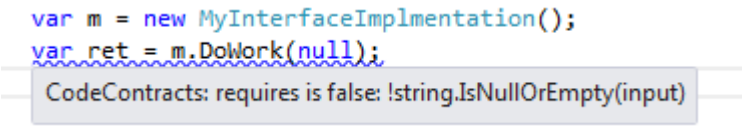
。 。 ContractClassAttributeContractClassForAttribute

C.....

```
[ContractClass(typeof(MyInterfaceContract))]
public interface IMyInterface
{
    string DoWork(string input);
```

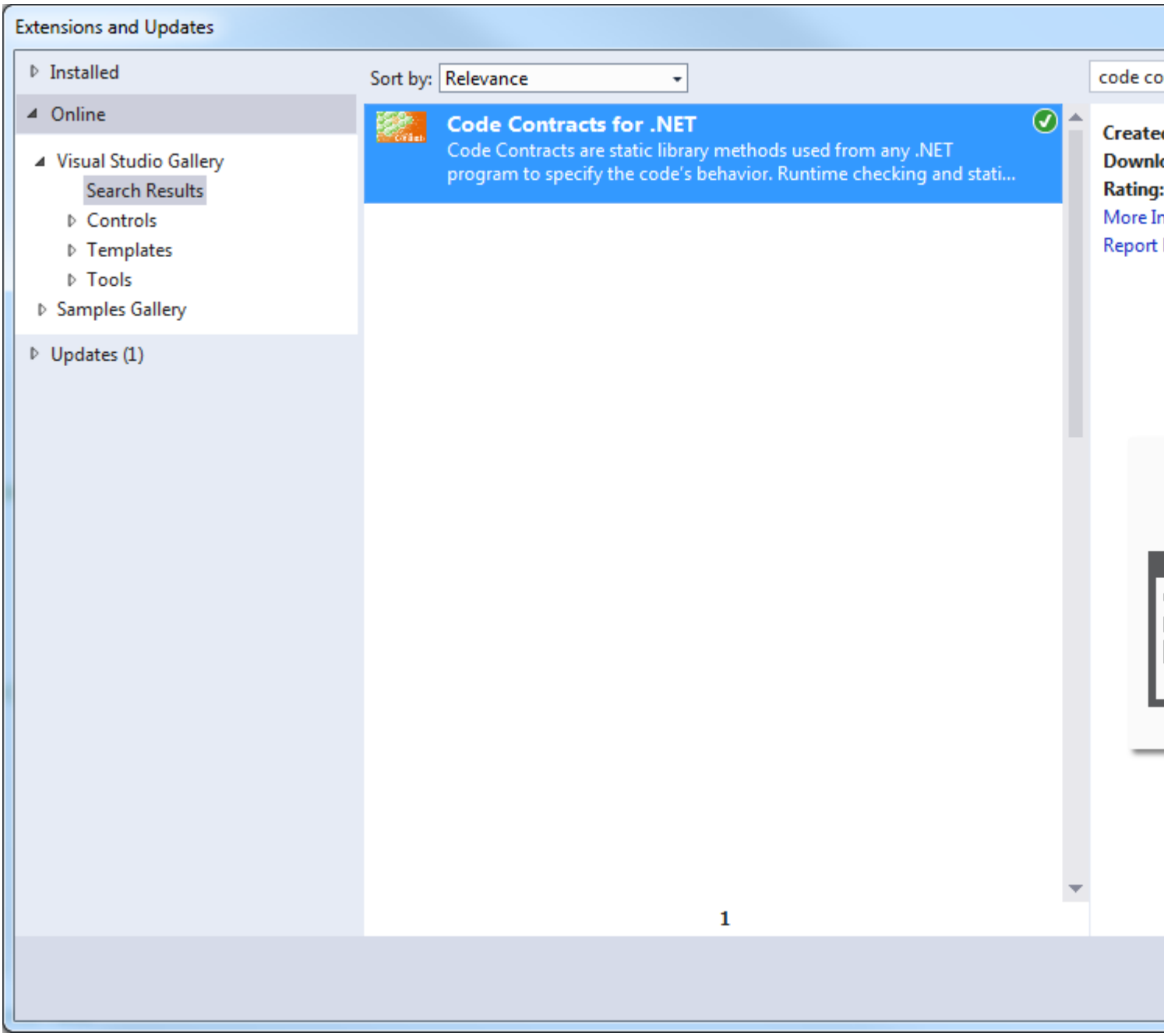
```
}
//Never inherit from this contract defintion class
[ContractClassFor(typeof(IMyInterface))]
internal abstract class MyInterfaceContract : IMyInterface
{
    private MyInterfaceContract() { }

    public string DoWork(string input)
    {
        Contract.Requires(!string.IsNullOrEmpty(input));
        Contract.Ensures(!string.IsNullOrEmpty(Contract.Result<string>()));
        throw new NotSupportedException();
    }
}
public class MyInterfaceImplmentation : IMyInterface
{
    public string DoWork(string input)
    {
        return input;
    }
}
```

.....

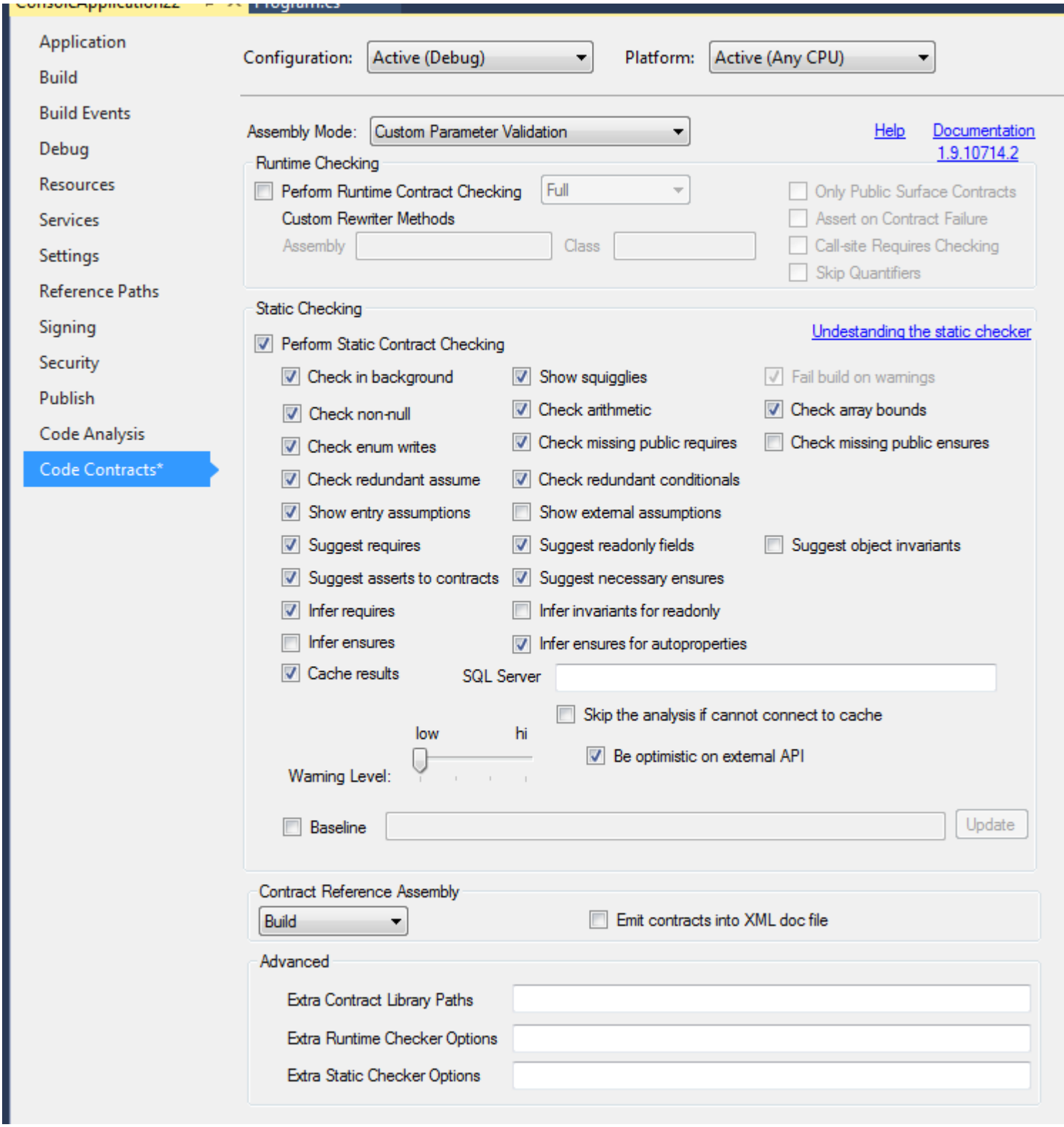


`System.Diagnostics.Contracts`.Net Framework。 Visual Studio。

“`Extensions and Updates`“`Code Contracts`“`Code Contracts Tools`



Project`Code Contracts` ◦ `Static Checking` `Static Checking` ◦ `Runtime Checking` ◦



https://riptutorial.com/zh-CN/dot-net/topic/1937/

26: TPL

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*

- UI
-
- TCP / UDP
- /

*。 。

TPL.Net 3.5

TPLNuGet.Net 3.5。

Examples

- BlockingCollection

```
var collection = new BlockingCollection<int>(5);
var random = new Random();

var producerTask = Task.Run(() => {
    for(int item=1; item<=10; item++)
    {
        collection.Add(item);
        Console.WriteLine("Produced: " + item);
        Thread.Sleep(random.Next(10,1000));
    }
    collection.CompleteAdding();
    Console.WriteLine("Producer completed!");
});
```

`collection.CompleteAdding();` 。 `collection.CompleteAdding();`。 BlockingCollection。 BlockingCollection`collection.GetConsumingEnumerable()` Enumerable BlockingCollection.CompleteAdding;。

```
var consumerTask = Task.Run(() => {
    foreach(var item in collection.GetConsumingEnumerable())
    {
        Console.WriteLine("Consumed: " + item);
        Thread.Sleep(random.Next(10,1000));
    }
    Console.WriteLine("Consumer completed!");
});

Task.WaitAll(producerTask, consumerTask);
```

```
Console.WriteLine("Everything completed!");
```

TaskTask ...

```
var task = new Task(() =>
{
    Console.WriteLine("Task code starting...");
    Thread.Sleep(2000);
    Console.WriteLine("...task code ending!");
});

Console.WriteLine("Starting task...");
task.Start();
task.Wait();
Console.WriteLine("Task completed!");
```

...Task.Run

```
Console.WriteLine("Starting task...");
var task = Task.Run(() =>
{
    Console.WriteLine("Task code starting...");
    Thread.Sleep(2000);
    Console.WriteLine("...task code ending!");
});
task.Wait();
Console.WriteLine("Task completed!");
```

Start ◦

WaitAll

```
var tasks = Enumerable.Range(1, 5).Select(n => new Task<int>(() =>
{
    Console.WriteLine("I'm task " + n);
    return n;
})).ToArray();

foreach(var task in tasks) task.Start();
Task.WaitAll(tasks);

foreach(var task in tasks)
    Console.WriteLine(task.Result);
```

WaitAny

```
var allTasks = Enumerable.Range(1, 5).Select(n => new Task<int>(() => n)).ToArray();
var pendingTasks = allTasks.ToArray();

foreach(var task in allTasks) task.Start();

while(pendingTasks.Length > 0)
{
    var finishedTask = pendingTasks[Task.WaitAny(pendingTasks)];
```

```
    Console.WriteLine("Task {0} finished", finishedTask.Result);
    pendingTasks = pendingTasks.Except(new[] {finishedTask}).ToArray();
}

Task.WaitAll(allTasks);
```

WaitAllWaitAny◦

```
var task1 = Task.Run(() =>
{
    Console.WriteLine("Task 1 code starting...");
    throw new Exception("Oh no, exception from task 1!!");
});

var task2 = Task.Run(() =>
{
    Console.WriteLine("Task 2 code starting...");
    throw new Exception("Oh no, exception from task 2!!");
});

Console.WriteLine("Starting tasks...");
try
{
    Task.WaitAll(task1, task2);
}
catch(AggregateException ex)
{
    Console.WriteLine("Task(s) failed!");
    foreach(var inner in ex.InnerExceptions)
        Console.WriteLine(inner.Message);
}

Console.WriteLine("Task 1 status is: " + task1.Status); //Faulted
Console.WriteLine("Task 2 status is: " + task2.Status); //Faulted
```

Wait

```
var task1 = Task.Run(() =>
{
    Console.WriteLine("Task 1 code starting...");
    throw new Exception("Oh no, exception from task 1!!");
});

var task2 = Task.Run(() =>
{
    Console.WriteLine("Task 2 code starting...");
    throw new Exception("Oh no, exception from task 2!!");
});

var tasks = new[] {task1, task2};

Console.WriteLine("Starting tasks...");
while(tasks.All(task => !task.IsCompleted));

foreach(var task in tasks)
{
    if(task.IsFaulted)
        Console.WriteLine("Task failed: " +
```

```
            task.Exception.InnerExceptions.First().Message);
}

Console.WriteLine("Task 1 status is: " + task1.Status); //Faulted
Console.WriteLine("Task 2 status is: " + task2.Status); //Faulted
```

CancellationToken

```
var cancellationTokenSource = new CancellationTokenSource();
var cancellationToken = cancellationTokenSource.Token;

var task = new Task((state) =>
    {
        int i = 1;
        var myCancellationToken = (CancellationToken)state;
        while(true)
        {
            Console.Write("{0} ", i++);
            Thread.Sleep(1000);
            myCancellationToken.ThrowIfCancellationRequested();
        }
    },
    cancellationToken: cancellationToken,
    state: cancellationToken);

Console.WriteLine("Counting to infinity. Press any key to cancel!");
task.Start();
Console.ReadKey();

cancellationTokenSource.Cancel();
try
{
    task.Wait();
}
catch(AggregateException ex)
{
    ex.Handle(inner => inner is OperationCanceledException);
}

Console.WriteLine($"{Environment.NewLine}You have cancelled! Task status is: {task.Status}");
//Canceled
```

ThrowIfCancellationRequestedThrowIfCancellationRequested IsCancellationRequested

OperationCanceledException

```
//New task delegate
int i = 1;
var myCancellationToken = (CancellationToken)state;
while(!myCancellationToken.IsCancellationRequested)
{
    Console.Write("{0} ", i++);
    Thread.Sleep(1000);
}
Console.WriteLine($"{Environment.NewLine}Ouch, I have been cancelled!!");
throw new OperationCanceledException(myCancellationToken);
```

cancellationToken◦ CanceledFaultedThrowIfCancellationRequested◦ OperationCanceledException◦

Task.WhenAny

```
var random = new Random();
IEnumerable<Task<int>> tasks = Enumerable.Range(1, 5).Select(n => Task.Run(async() =>
{
    Console.WriteLine("I'm task " + n);
    await Task.Delay(random.Next(10,1000));
    return n;
}));

Task<Task<int>> whenAnyTask = Task.WhenAny(tasks);
Task<int> completedTask = await whenAnyTask;
Console.WriteLine("The winner is: task " + await completedTask);

await Task.WhenAll(tasks);
Console.WriteLine("All tasks finished!");
```

Task.WhenAll

```
var random = new Random();
IEnumerable<Task<int>> tasks = Enumerable.Range(1, 5).Select(n => Task.Run(() =>
{
    Console.WriteLine("I'm task " + n);
    return n;
}));

Task<int[]> task = Task.WhenAll(tasks);
int[] results = await task;

Console.WriteLine(string.Join(",", results.Select(n => n.ToString())));
// Output: 1,2,3,4,5
```

Parallel.Invoke

```
var actions = Enumerable.Range(1, 10).Select(n => new Action(() =>
{
    Console.WriteLine("I'm task " + n);
    if((n & 1) == 0)
        throw new Exception("Exception from task " + n);
})).ToArray();

try
{
    Parallel.Invoke(actions);
}
catch(AggregateException ex)
{
    foreach(var inner in ex.InnerExceptions)
        Console.WriteLine("Task failed: " + inner.Message);
}
```

Parallel.ForEach

`Parallel.ForEach`110000。 `Interlocked.Add`。

```
using System.Threading;

int Foo()
{
    int total = 0;
    var numbers = Enumerable.Range(1, 10000).ToList();
    Parallel.ForEach(numbers,
        () => 0, // initial value,
        (num, state, localSum) => num + localSum,
        localSum => Interlocked.Add(ref total, localSum));
    return total; // total = 50005000
}
```

Parallel.For

Parallel.For110000。 Interlocked.Add。

```
using System.Threading;

int Foo()
{
    int total = 0;
    Parallel.For(1, 10001,
        () => 0, // initial value,
        (num, state, localSum) => num + localSum,
        localSum => Interlocked.Add(ref total, localSum));
    return total; // total = 50005000
}
```

AsyncLocal

AsyncLocal

```
void Main()
{
    AsyncLocal<string> user = new AsyncLocal<string>();
    user.Value = "initial user";

    // this does not affect other tasks - values are local relative to the branches of
execution flow
    Task.Run(() => user.Value = "user from another task");

    var task1 = Task.Run(() =>
    {
        Console.WriteLine(user.Value); // outputs "initial user"
        Task.Run(() =>
        {
            // outputs "initial user" - value has flown from main method to this task without
being changed
            Console.WriteLine(user.Value);
        }).Wait();

        user.Value = "user from task1";

        Task.Run(() =>
        {
            // outputs "user from task1" - value has flown from main method to task1
```

```
            // than value was changed and flown to this task.
            Console.WriteLine(user.Value);
        }).Wait();
    });

    task1.Wait();

    // ouputs "initial user" - changes do not propagate back upstream the execution flow
    Console.WriteLine(user.Value);
}
```

AsynLocal.Valuecopy on readcopy on read。 AsyncLocal。

VB.NETParallel.ForEach

```
For Each row As DataRow In FooDataTable.Rows
    Me.RowsToProcess.Add(row)
Next

Dim myOptions As ParallelOptions = New ParallelOptions()
myOptions.MaxDegreeOfParallelism = environment.processorcount

Parallel.ForEach(RowsToProcess, myOptions, Sub(currentRow, state)
                                               ProcessRowParallel(currentRow, state)
                                           End Sub)
```

Task< TResult >Task< TResult > TResult。 Result。

```
Task<int> t = Task.Run(() =>
    {
        int sum = 0;

        for(int i = 0; i < 500; i++)
            sum += i;

        return sum;
    });

Console.WriteLine(t.Result); // Outuput 124750
```

TaskTask。

```
public async Task DoSomeWork()
{
    WebClient client = new WebClient();
    // Because the task is awaited, result of the task is assigned to response
    string response = await client.DownloadStringTaskAsync("http://somedomain.com");
}
```

TPL https://riptutorial.com/zh-CN/dot-net/topic/55/-tpl-

27: TPLAPI

API。 。 。 TPL.Net 4。

TPL。

Examples

UI

```
void MyButton_OnClick(object sender, EventArgs args)
{
    Task.Run(() => // Schedule work using the thread pool
        {
            System.Threading.Thread.Sleep(5000); // Sleep for 5 seconds to simulate work.
        })
    .ContinueWith(p => // this continuation contains the 'update' code to run on the UI thread
    {
        this.TextBlock_ResultText.Text = "The work completed at " + DateTime.Now.ToString()
    },
    TaskScheduler.FromCurrentSynchronizationContext()); // make sure the update is run on the
UI thread.

}
```

TPLAPI https://riptutorial.com/zh-CN/dot-net/topic/5164/-tpl-api

28: .Net

.NET。 。 。

Examples

。 。 .NETParallel.ForParallel.Foreach。

```
//Sequential version

foreach (var item in sourcecollection){

Process(item);

}

// Parallel equivalent

Parallel.foreach(sourcecollection, item => Process(item));
```

Parallel.ForEach。

.Net https://riptutorial.com/zh-CN/dot-net/topic/8085/-net

29: Newtonsoft.Json.NETJSON

NuGet`Newtonsoft.Json`.NETJSON。 。

Examples

JSON

```
using Newtonsoft.Json;

var obj = new Person
{
    Name = "Joe Smith",
    Age = 21
};
var serializedJson = JsonConvert.SerializeObject(obj);
```

JSON `{"Name":"Joe Smith","Age":21}`

JSON

```
var json = "{\"Name\":\"Joe Smith\",\"Age\":21}";
var person = JsonConvert.DeserializeObject<Person>(json);
```

“Joe Smith”21`Person`。

Newtonsoft.Json.NETJSON https://riptutorial.com/zh-CN/dot-net/topic/8746/newtonsoft-json-net json

30: IProgress

Examples

IProgress<T>◦ ◦

```
void Main()
{
    IProgress<int> p = new Progress<int>(progress =>
    {
        Console.WriteLine("Running Step: {0}", progress);
    });
    LongJob(p);
}

public void LongJob(IProgress<int> progress)
{
    var max = 10;
    for (int i = 0; i < max; i++)
    {
        progress.Report(i);
    }
}
```

```
Running Step: 0
Running Step: 3
Running Step: 4
Running Step: 5
Running Step: 6
Running Step: 7
Running Step: 8
Running Step: 9
Running Step: 2
Running Step: 1
```

◦ IProgress<T>.Report()◦

IProgress

System.Progress<T>Report()◦ IProgress<T>IProgress<T>Progress<T>◦

```
var p1 = new Progress<int>();
p1.Report(1); //compiler error, Progress does not contain method 'Report'

IProgress<int> p2 = new Progress<int>();
p2.Report(2); //works

var p3 = new Progress<int>();
((IProgress<int>)p3).Report(3); //works
```

IProgress https://riptutorial.com/zh-CN/dot-net/topic/5628/-t-iprogress--t-

31:

- MSDNC
- MSDN
- MSDNCA1031
- MSDNtry-catchC

Examples

◦

-
-
-
- Internet

“”

- ;
-

◦

`try { ... }catch (ExceptionType) { ... }catch (ExceptionType) { ... }`

```
Console.Write("Please enter a filename: ");
string filename = Console.ReadLine();

Stream fileStream;

try
{
    fileStream = File.Open(filename);
}
catch (FileNotFoundException)
{
    Console.WriteLine("File '{0}' could not be found.", filename);
}
```

finally

`try-finallytry-catch-finallyfinally { ... }StackOverflowExceptionEnvironment.FailFast()` ◦

`try { ... }`◦

```
Console.Write("Please enter a filename: ");
string filename = Console.ReadLine();

Stream fileStream = null;

try
```

```
{
    fileStream = File.Open(filename);
}
catch (FileNotFoundException)
{
    Console.WriteLine("File '{0}' could not be found.", filename);
}
finally
{
    if (fileStream != null)
    {
        fileStream.Dispose();
    }
}
```

◦ ◦

```
private static void AskTheUltimateQuestion()
{
    try
    {
        var x = 42;
        var y = x / (x - x); // will throw a DivideByZeroException

        // IMPORTANT NOTE: the error in following string format IS intentional
        // and exists to throw an exception to the FormatException catch, below
        Console.WriteLine("The secret to life, the universe, and everything is {1}", y);
    }
    catch (DivideByZeroException)
    {
        // we do not need a reference to the exception
        Console.WriteLine("Dividing by zero would destroy the universe.");

        // do this to preserve the stack trace:
        throw;
    }
    catch (FormatException ex)
    {
        // only do this if you need to change the type of the Exception to be thrown
        // and wrap the inner Exception

        // remember that the stack trace of the outer Exception will point to the
        // next line

        // you'll need to examine the InnerException property to get the stack trace
        // to the line that actually started the problem

        throw new InvalidOperationException("Watch your format string indexes.", ex);
    }
    catch (Exception ex)
    {
        Console.WriteLine("Something else horrible happened. The exception: " + ex.Message);

        // do not do this, because the stack trace will be changed to point to
        // this location instead of the location where the exception
        // was originally thrown:
        throw ex;
    }
}
```

```
static void Main()
{
    try
    {
        AskTheUltimateQuestion();
    }
    catch
    {
        // choose this kind of catch if you don't need any information about
        // the exception that was caught

        // this block "eats" all exceptions instead of rethrowing them
    }
}
```

C6.0VB.NET

/ C/

whenC6.0◦

ifwhen◦

```
try
{
  // ...
}
catch (Exception e) when (e.InnerException != null) // Any condition can go in here.
{
  // ...
}
```

C6.0

catch

catch throw◦

```
try {...}
catch (Exception ex) {
  // Note: the ex variable is *not* used
  throw;
}
```

throw ex

```
try {...}
catch (Exception ex) {
  // Note: the ex variable is thrown
  //  future stack traces of the exception will not see prior calls
  throw ex;
}
```

throw exthrow ex◦ exthrow“” ◦

◦ ExceptionDispatchInfo

```
using System.Runtime.ExceptionServices;

void Main()
{
    ExceptionDispatchInfo capturedException = null;
    try
    {
        throw new Exception();
    }
    catch (Exception ex)
    {
        capturedException = ExceptionDispatchInfo.Capture(ex);
    }

    Foo(capturedException);
}

void Foo(ExceptionDispatchInfo exceptionDispatchInfo)
{
    // Do stuff

    if (capturedException != null)
    {
        // Exception stack trace will show it was thrown from Main() and not from Foo()
        exceptionDispatchInfo.Throw();
    }
}
```

https://riptutorial.com/zh-CN/dot-net/topic/33/

32:

Greeter

```
public class ControlFreakGreeter
{
    public void Greet()
    {
        var greetingProvider = new SqlGreetingProvider(
            ConfigurationManager.ConnectionStrings["myConnectionString"].ConnectionString);
        var greeting = greetingProvider.GetGreeting();
        Console.WriteLine(greeting);
    }
}
```

“”SQL。

Greeter。

。 。 。

。 Greeter“” IGreetingProviderIGreetingWriter。 。 IGreetingProviderIGreetingWriterGreeter。 。 。 Greeter。

ControlFreakGreeter。 SQL。 。 ControlFreakGreeter。

Greeter。 app.config。

IGreetingProviderIGreetingWriter。 。 SQLSqlGreetingProvider。 “”。 “”。

Examples

-

Greeter。 。 。 。 IGreetingProviderIGreetingWriter。 “” Greeter。 。

```
public class Greeter
{
    private readonly IGreetingProvider _greetingProvider;
    private readonly IGreetingWriter _greetingWriter;

    public Greeter(IGreetingProvider greetingProvider, IGreetingWriter greetingWriter)
    {
        _greetingProvider = greetingProvider;
        _greetingWriter = greetingWriter;
    }

    public void Greet()
    {
        var greeting = _greetingProvider.GetGreeting();
        _greetingWriter.WriteGreeting(greeting);
    }
```

```
}

public interface IGreetingProvider
{
    string GetGreeting();
}

public interface IGreetingWriter
{
    void WriteGreeting(string greeting);
}
```

GreetingIGreetingProviderIGreetingWriter ◦ ◦ Greeting◦ “”◦

“”◦

- private◦ ◦
- privatereadonly ◦ ◦ ◦ ◦
- ◦ ◦ ◦

Greeter IGreetingProviderIGreetingWriter ◦

IGreetingProviderAPI◦ IGreetingWriter◦ Greeter◦ Moq◦

```
public class TestGreetingProvider : IGreetingProvider
{
    public const string TestGreeting = "Hello!";

    public string GetGreeting()
    {
        return TestGreeting;
    }
}

public class TestGreetingWriter : List<string>, IGreetingWriter
{
    public void WriteGreeting(string greeting)
    {
        Add(greeting);
    }
}

[TestClass]
public class GreeterTests
{
    [TestMethod]
    public void Greeter_WritesGreeting()
    {
        var greetingProvider = new TestGreetingProvider();
        var greetingWriter = new TestGreetingWriter();
        var greeter = new Greeter(greetingProvider, greetingWriter);
        greeter.Greet();
        Assert.AreEqual(greetingWriter[0], TestGreetingProvider.TestGreeting);
    }
}
```

IGreetingProviderIGreetingWriter

◦ Greeter◦ Greeter◦ Greeter◦

IoC

- “”◦

“DI”“IoC”“”Castle WindsorAutofacSimpleInjectorNinjectUnity◦

◦ ◦ ◦ ◦ IDisposable◦

◦ ◦ CustomerService◦ ◦

```
public CustomerData GetCustomerData(string customerNumber)
{
    var customerApiEndpoint =
ConfigurationManager.AppSettings["customerApi:customerApiEndpoint"];
    var logFilePath = ConfigurationManager.AppSettings["logwriter:logFilePath"];
    var authConnectionString =
ConfigurationManager.ConnectionStrings["authorization"].ConnectionString;
    using(var logWriter = new LogWriter(logFilePath ))
    {
        using(var customerApiClient = new CustomerApiClient(customerApiEndpoint))
        {
            var customerService = new CustomerService(
                new SqlAuthorizationRepository(authorizationConnectionString, logWriter),
                new CustomerDataRepository(customerApiClient, logWriter),
                logWriter
            );

            // All this just to create an instance of CustomerService!
            return customerService.GetCustomerData(string customerNumber);
        }
    }
}
```

CustomerServiceIDisposable◦ ◦ CustomerServiceGetCustomerService()◦

IDisposable ◦ ◦ ◦ ◦ ◦

◦ ◦ Castle Windsor

```
var container = new WindsorContainer()
container.Register(
    Component.For<CustomerService>(),
    Component.For<ILogWriter, LogWriter>()
        .DependsOn(Dependency.OnAppSettingsValue("logFilePath", "logWriter:logFilePath")),
    Component.For<IAuthorizationRepository, SqlAuthorizationRepository>()
        .DependsOn(Dependency.OnValue(connectionString,
ConfigurationManager.ConnectionStrings["authorization"].ConnectionString)),
    Component.For<ICustomerDataProvider, CustomerApiClient>()
         .DependsOn(Dependency.OnAppSettingsValue("apiEndpoint",
"customerApi:customerApiEndpoint"))
);
```

“”“”◦ WindsorContainer

- ILogWriter LogWriter◦ LogWriter◦ AppSettings◦
- IAuthorizationRepository SqlAuthorizationRepository ◦ ◦ ConnectionStrings◦
- ICustomerDataProvider CustomerApiClientAppSettings◦

“”◦ ◦

```
var customerService = container.Resolve<CustomerService>();
var data = customerService.GetCustomerData(customerNumber);
container.Release(customerService);
```

CustomerServiceIAuthorizationRepositoryICustomerDataProvider ◦ ◦ ◦ CustomerService◦

IDoesSomethingElse CustomerService ◦

DI◦ LogWriterILogWriter◦

IDisposablecontainer.Release(customerService);◦ WindsorDispose◦ CustomerServiceIDisposable◦

◦ ◦ ◦

◦ - ◦

https://riptutorial.com/zh-CN/dot-net/topic/5085/

33:

.NETGC。 GC。 GC。

Examples

GC“”。 。 。 .NETIDisposable。 Dispose

```
public interface IDisposable
{
    Dispose();
}
```

。 finallyDispose()using。

```
StreamReader sr;
string textFromFile;
string filename = "SomeFile.txt";
try
{
    sr = new StreamReader(filename);
    textFromFile = sr.ReadToEnd();
}
finally
{
    if (sr != null) sr.Dispose();
}
```

```
string textFromFile;
string filename = "SomeFile.txt";

using (StreamReader sr = new Streamreader(filename))
{
    textFromFile = sr.ReadToEnd();
}
```

。

SafeHandle

SafeHandleIDisposable。 SafeHandle。 SafeHandleAPI。 SafeHandle。

```
using System.Runtime.InteropServices;

class MyHandle : SafeHandle
{
    public override bool IsInvalid => handle == IntPtr.Zero;
    public MyHandle() : base(IntPtr.Zero, true)
    { }

    public MyHandle(int length) : this()
```

```
    {
        SetHandle(Marshal.AllocHGlobal(length));
    }

    protected override bool ReleaseHandle()
    {
        Marshal.FreeHGlobal(handle);
        return true;
    }
}
```

SafeHandle SafeHandleIDisposable◦ ◦

https://riptutorial.com/zh-CN/dot-net/topic/59/

34: StdErr

Examples

Console

```
var sourceFileName = "NonExistingFile";
try
{
    System.IO.File.Copy(sourceFileName, "DestinationFile");
}
catch (Exception e)
{
    var stdErr = Console.Error;
    stdErr.WriteLine($"Failed to copy '{sourceFileName}': {e.Message}");
}
```

```
var errors = new System.Text.StringBuilder();
var process = new Process
{
    StartInfo = new ProcessStartInfo
    {
        RedirectStandardError = true,
        FileName = "xcopy.exe",
        Arguments = "\"NonExistingFile\" \"DestinationFile\"",
        UseShellExecute = false
    },

};
process.ErrorDataReceived += (s, e) => errors.AppendLine(e.Data);
process.Start();
process.BeginErrorReadLine();
process.WaitForExit();

if (errors.Length > 0) // something went wrong
    System.Console.Error.WriteLine($"Child process error: \r\n {errors}");
```

StdErr https://riptutorial.com/zh-CN/dot-net/topic/10779/stderr

35: /

.NET Framework。 。

Examples

RijndaelManaged

`System.Security.Cryptography`

```
private class Encryption {

          private const string SecretKey = "topSecretKeyusedforEncryptions";

          private const string SecretIv = "secretVectorHere";

          public string Encrypt(string data) {
            return string.IsNullOrEmpty(data) ? data :
Convert.ToBase64String(this.EncryptStringToBytesAes(data, this.GetCryptographyKey(),
this.GetCryptographyIv()));
          }

          public string Decrypt(string data) {
            return string.IsNullOrEmpty(data) ? data :
this.DecryptStringFromBytesAes(Convert.FromBase64String(data), this.GetCryptographyKey(),
this.GetCryptographyIv());
          }

          private byte[] GetCryptographyKey() {
            return Encoding.ASCII.GetBytes(SecretKey.Replace('e', '!'));
          }

          private byte[] GetCryptographyIv() {
            return Encoding.ASCII.GetBytes(SecretIv.Replace('r', '!'));
          }

          private byte[] EncryptStringToBytesAes(string plainText, byte[] key, byte[] iv) {
            MemoryStream encrypt;
            RijndaelManaged aesAlg = null;
            try {
              aesAlg = new RijndaelManaged {
                Key = key,
                IV = iv
              };
              var encryptor = aesAlg.CreateEncryptor(aesAlg.Key, aesAlg.IV);
              encrypt = new MemoryStream();
              using (var csEncrypt = new CryptoStream(encrypt, encryptor,
CryptoStreamMode.Write)) {
                using (var swEncrypt = new StreamWriter(csEncrypt)) {
                  swEncrypt.Write(plainText);
                }
              }
            } finally {
              aesAlg?.Clear();
            }
            return encrypt.ToArray();
```

```
          }

          private string DecryptStringFromBytesAes(byte[] cipherText, byte[] key, byte[] iv) {
            RijndaelManaged aesAlg = null;
            string plaintext;
            try {
              aesAlg = new RijndaelManaged {
                Key = key,
                IV = iv
              };
              var decryptor = aesAlg.CreateDecryptor(aesAlg.Key, aesAlg.IV);
              using (var msDecrypt = new MemoryStream(cipherText)) {
                using (var csDecrypt = new CryptoStream(msDecrypt, decryptor,
CryptoStreamMode.Read)) {
                  using (var srDecrypt = new StreamReader(csDecrypt))
                    plaintext = srDecrypt.ReadToEnd();
                }
              }
            } finally {
              aesAlg?.Clear();
            }
            return plaintext;
          }
        }
```

```
var textToEncrypt = "hello World";

 var encrypted = new Encryption().Encrypt(textToEncrypt); //-> zBmW+FUxOvdbpOGm9Ss/vQ==

 var decrypted = new Encryption().Decrypt(encrypted); //-> hello World
```

- RijndaelAES。

AESC

```
using System;
using System.IO;
using System.Security.Cryptography;

namespace Aes_Example
{
    class AesExample
    {
        public static void Main()
        {
            try
            {
                string original = "Here is some data to encrypt!";

                // Create a new instance of the Aes class.
                // This generates a new key and initialization vector (IV).
                using (Aes myAes = Aes.Create())
                {
                    // Encrypt the string to an array of bytes.
                    byte[] encrypted = EncryptStringToBytes_Aes(original,
                                                                myAes.Key,
                                                                myAes.IV);
```

```
            // Decrypt the bytes to a string.
            string roundtrip = DecryptStringFromBytes_Aes(encrypted,
                                                          myAes.Key,
                                                          myAes.IV);

            //Display the original data and the decrypted data.
            Console.WriteLine("Original:   {0}", original);
            Console.WriteLine("Round Trip: {0}", roundtrip);
        }
    }
    catch (Exception e)
    {
        Console.WriteLine("Error: {0}", e.Message);
    }
}

static byte[] EncryptStringToBytes_Aes(string plainText, byte[] Key, byte[] IV)
{
    // Check arguments.
    if (plainText == null || plainText.Length <= 0)
        throw new ArgumentNullException("plainText");
    if (Key == null || Key.Length <= 0)
        throw new ArgumentNullException("Key");
    if (IV == null || IV.Length <= 0)
        throw new ArgumentNullException("IV");

    byte[] encrypted;

    // Create an Aes object with the specified key and IV.
    using (Aes aesAlg = Aes.Create())
    {
        aesAlg.Key = Key;
        aesAlg.IV = IV;

        // Create a decrytor to perform the stream transform.
        ICryptoTransform encryptor = aesAlg.CreateEncryptor(aesAlg.Key,
                                                            aesAlg.IV);

        // Create the streams used for encryption.
        using (MemoryStream msEncrypt = new MemoryStream())
        {
            using (CryptoStream csEncrypt = new CryptoStream(msEncrypt,
                                                             encryptor,
                                                             CryptoStreamMode.Write))
            {
                using (StreamWriter swEncrypt = new StreamWriter(csEncrypt))
                {
                    //Write all data to the stream.
                    swEncrypt.Write(plainText);
                }

                encrypted = msEncrypt.ToArray();
            }
        }
    }

    // Return the encrypted bytes from the memory stream.
    return encrypted;
}

static string DecryptStringFromBytes_Aes(byte[] cipherText, byte[] Key, byte[] IV)
```

```
        {
            // Check arguments.
            if (cipherText == null || cipherText.Length <= 0)
                throw new ArgumentNullException("cipherText");
            if (Key == null || Key.Length <= 0)
                throw new ArgumentNullException("Key");
            if (IV == null || IV.Length <= 0)
                throw new ArgumentNullException("IV");

            // Declare the string used to hold the decrypted text.
            string plaintext = null;

            // Create an Aes object with the specified key and IV.
            using (Aes aesAlg = Aes.Create())
            {
                aesAlg.Key = Key;
                aesAlg.IV = IV;

                // Create a decrytor to perform the stream transform.
                ICryptoTransform decryptor = aesAlg.CreateDecryptor(aesAlg.Key,
                                                                    aesAlg.IV);

                // Create the streams used for decryption.
                using (MemoryStream msDecrypt = new MemoryStream(cipherText))
                {
                    using (CryptoStream csDecrypt = new CryptoStream(msDecrypt,
                                                                     decryptor,
                                                                     CryptoStreamMode.Read))
                    {
                        using (StreamReader srDecrypt = new StreamReader(csDecrypt))
                        {

                            // Read the decrypted bytes from the decrypting stream
                            // and place them in a string.
                            plaintext = srDecrypt.ReadToEnd();
                        }
                    }
                }
            }

            return plaintext;
        }
    }
}
```

MSDN 。

AES。

AES = 2001NIST

- `CipherModeMode`。 `CipherMode.ECB`
- `Key` 。 **KeySize**256。 `LegalKeySizes`。
- `IV` SALT **SALT**
- `SupportedBlockSizesBlockSize`

Main。

IC

```
using System;
using System.Security.Cryptography;
using System.Text;

public class PasswordDerivedBytesExample
{
    public static void Main(String[] args)
    {
        // Get a password from the user.
        Console.WriteLine("Enter a password to produce a key:");

        byte[] pwd = Encoding.Unicode.GetBytes(Console.ReadLine());

        byte[] salt = CreateRandomSalt(7);

        // Create a TripleDESCryptoServiceProvider object.
        TripleDESCryptoServiceProvider tdes = new TripleDESCryptoServiceProvider();

        try
        {
            Console.WriteLine("Creating a key with PasswordDeriveBytes...");

            // Create a PasswordDeriveBytes object and then create
            // a TripleDES key from the password and salt.
            PasswordDeriveBytes pdb = new PasswordDeriveBytes(pwd, salt);

            // Create the key and set it to the Key property
            // of the TripleDESCryptoServiceProvider object.
            tdes.Key = pdb.CryptDeriveKey("TripleDES", "SHA1", 192, tdes.IV);

            Console.WriteLine("Operation complete.");
        }
        catch (Exception e)
        {
            Console.WriteLine(e.Message);
        }
        finally
        {
            // Clear the buffers
            ClearBytes(pwd);
            ClearBytes(salt);

            // Clear the key.
            tdes.Clear();
        }

        Console.ReadLine();
    }

    #region Helper methods

    /// <summary>
    /// Generates a random salt value of the specified length.
    /// </summary>
    public static byte[] CreateRandomSalt(int length)
    {
```

```
        // Create a buffer
        byte[] randBytes;

        if (length >= 1)
        {
            randBytes = new byte[length];
        }
        else
        {
            randBytes = new byte[1];
        }

        // Create a new RNGCryptoServiceProvider.
        RNGCryptoServiceProvider rand = new RNGCryptoServiceProvider();

        // Fill the buffer with random bytes.
        rand.GetBytes(randBytes);

        // return the bytes.
        return randBytes;
    }

    /// <summary>
    /// Clear the bytes in a buffer so they can't later be read from memory.
    /// </summary>
    public static void ClearBytes(byte[] buffer)
    {
        // Check arguments.
        if (buffer == null)
        {
            throw new ArgumentNullException("buffer");
        }

        // Set each byte in the buffer to 0.
        for (int x = 0; x < buffer.Length; x++)
        {
            buffer[x] = 0;
        }
    }

    #endregion
}
```

MSDN。

SALT。

- `PasswordDeriveBytes`PBKDF1。 100。 SALT。
- `CryptDeriveKey`“SHA1”`PasswordDeriveBytes`“TripleDES”。 192IVDES
- 。 。
- `CryptDeriveKey`AES。 。 AESAESAES`CryptDeriveKey`TripleDES-Container。 TripleDESAESTripleDES。

Main。

AES

```
    public static string Decrypt(string cipherText)
    {
        if (cipherText == null)
            return null;

        byte[] cipherBytes = Convert.FromBase64String(cipherText);
        using (Aes encryptor = Aes.Create())
        {
            Rfc2898DeriveBytes pdb = new Rfc2898DeriveBytes(CryptKey, new byte[] { 0x49, 0x76,
0x61, 0x6e, 0x20, 0x4d, 0x65, 0x64, 0x76, 0x65, 0x64, 0x65, 0x76 });
            encryptor.Key = pdb.GetBytes(32);
            encryptor.IV = pdb.GetBytes(16);

            using (MemoryStream ms = new MemoryStream())
            {
                using (CryptoStream cs = new CryptoStream(ms, encryptor.CreateDecryptor(),
CryptoStreamMode.Write))
                {
                    cs.Write(cipherBytes, 0, cipherBytes.Length);
                    cs.Close();
                }

                cipherText = Encoding.Unicode.GetString(ms.ToArray());
            }
        }

        return cipherText;
    }
```

```
    public static string Encrypt(string cipherText)
    {
        if (cipherText == null)
            return null;

        byte[] clearBytes = Encoding.Unicode.GetBytes(cipherText);
        using (Aes encryptor = Aes.Create())
        {
            Rfc2898DeriveBytes pdb = new Rfc2898DeriveBytes(CryptKey, new byte[] { 0x49, 0x76,
0x61, 0x6e, 0x20, 0x4d, 0x65, 0x64, 0x76, 0x65, 0x64, 0x65, 0x76 });
            encryptor.Key = pdb.GetBytes(32);
            encryptor.IV = pdb.GetBytes(16);

            using (MemoryStream ms = new MemoryStream())
            {
                using (CryptoStream cs = new CryptoStream(ms, encryptor.CreateEncryptor(),
CryptoStreamMode.Write))
                {
                    cs.Write(clearBytes, 0, clearBytes.Length);
                    cs.Close();
                }

                cipherText = Convert.ToBase64String(ms.ToArray());
            }
        }
        return cipherText;
    }
```

```
var textToEncrypt = "TestEncrypt";

var encrypted = Encrypt(textToEncrypt);

var decrypted = Decrypt(encrypted);
```

/ https://riptutorial.com/zh-CN/dot-net/topic/7615/-

36:

Examples

MSTest

-
- “”“”
- - Foo Foo.Tests
-

MSTest[TestClass][TestMethod]◦

```
[TestClass]
public class FizzBuzzFixture
{
    [TestMethod]
    public void Test1()
    {
        //arrange
        var solver = new FizzBuzzSolver();
        //act
        var result = solver.FizzBuzz(1);
        //assert
        Assert.AreEqual("1",result);
    }
}
```

https://riptutorial.com/zh-CN/dot-net/topic/5365/

37:

Examples

CLR。 。

```
using System.Reflection;
```

```
Assembly assembly = this.GetType().Assembly;
```

IL

```
Assembly assembly = Assembly.GetExecutingAssembly();

foreach (var type in assembly.GetTypes())
{
    Console.WriteLine(type.FullName);
}
```

```
Console.WriteLine(typeof(int).Assembly.FullName);
// Will print: "mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089"
```

PublicKeyToken 。 。 PublicKeyToken。 ;。

ReflectionT

```
T variable = Activator.CreateInstance(typeof(T));
```

```
T variable = Activator.CreateInstance(typeof(T), arg1, arg2);
```

Classy ClassPropertua

```
public class Classy
{
    public string Propertua {get; set;}
}
```

Propertua

```
var typeOfClassy = typeof (Classy);
var classy = new Classy();
var prop = typeOfClassy.GetProperty("Propertua");
prop.SetValue(classy, "Value");
```

。 。

```
    private static Dictionary<object, object> attributeCache = new Dictionary<object,
object>();

    public static T GetAttribute<T, V>(this V value)
        where T : Attribute
        where V : struct
    {
        object temp;

        // Try to get the value from the static cache.
        if (attributeCache.TryGetValue(value, out temp))
        {
            return (T) temp;
        }
        else
        {
            // Get the type of the struct passed in.
            Type type = value.GetType();
            FieldInfo fieldInfo = type.GetField(value.ToString());

            // Get the custom attributes of the type desired found on the struct.
            T[] attribs = (T[])fieldInfo.GetCustomAttributes(typeof(T), false);

            // Return the first if there was a match.
            var result = attribs.Length > 0 ? attribs[0] : null;

            // Cache the result so future checks won't need reflection.
            attributeCache.Add(value, result);

            return result;
        }
    }
```

```
public class Equatable
{
    public string field1;

    public override bool Equals(object obj)
    {
        if (ReferenceEquals(null, obj)) return false;
        if (ReferenceEquals(this, obj)) return true;

        var type = obj.GetType();
        if (GetType() != type)
            return false;

        var fields = type.GetFields(BindingFlags.Instance | BindingFlags.NonPublic |
BindingFlags.Public);
        foreach (var field in fields)
            if (field.GetValue(this) != field.GetValue(obj))
                return false;

        return true;
    }

    public override int GetHashCode()
    {
        var accumulator = 0;
        var fields = GetType().GetFields(BindingFlags.Instance | BindingFlags.NonPublic |
BindingFlags.Public);
```

```
        foreach (var field in fields)
            accumulator = unchecked ((accumulator * 937) ^
field.GetValue(this).GetHashCode());

        return accumulator;
    }
}
```

https://riptutorial.com/zh-CN/dot-net/topic/44/

38:

。

。 WPFWinformsUI`SynchronizationContext`。 `SynchronizationContext` - 。 UI 。

。

Examples

UI

`SynchronizationContext`UI

```
void Button_Click(object sender, EventArgs args)
{
    SynchronizationContext context = SynchronizationContext.Current;
    Task.Run(() =>
    {
        for(int i = 0; i < 10; i++)
        {
            Thread.Sleep(500); //simulate work being done
            context.Post(ShowProgress, "Work complete on item " + i);
        }
    }
}

void UpdateCallback(object state)
{
    // UI can be safely updated as this method is only called from the UI thread
    this.MyTextBox.Text = state as string;
}
```

`forMyTextBox.Text` 。 `UpdateCallbackSynchronizationContext` UI。

`System.IProgress<T>`。 `System.Progress<T>`。

https://riptutorial.com/zh-CN/dot-net/topic/5407/

39: CSHA1

SHA1。SHA1。 git hub https //github.com/mahdiabasi/SHA1Tool

Examples

#GenerateSHA1

System.Security.CryptographySystem.IO

```
public string GetSha1Hash(string filePath)
    {
        using (FileStream fs = File.OpenRead(filePath))
        {
            SHA1 sha = new SHA1Managed();
            return BitConverter.ToString(sha.ComputeHash(fs));
        }
    }
```

CSHA1 https://riptutorial.com/zh-CN/dot-net/topic/9457/c-sha1

40: CSHA1

SHA1。SHA1。

github https //github.com/mahdiabasi/SHA1Tool

Examples

#GenerateSHA1

System.Security.Cryptography

```
public string GetSha1Hash(string filePath)
    {
        using (FileStream fs = File.OpenRead(filePath))
        {
            SHA1 sha = new SHA1Managed();
            return BitConverter.ToString(sha.ComputeHash(fs));
        }
    }
```

#Generate

```
  public static string TextToHash(string text)
    {
        var sh = SHA1.Create();
        var hash = new StringBuilder();
        byte[] bytes = Encoding.UTF8.GetBytes(text);
        byte[] b = sh.ComputeHash(bytes);
        foreach (byte a in b)
        {
            var h = a.ToString("x2");
            hash.Append(h);
        }
        return hash.ToString();
    }
```

CSHA1 https://riptutorial.com/zh-CN/dot-net/topic/9458/c-sha1

41:

.Netnew。 ;.Net。

“”。

。

- Collect“”
- CollectAddMemoryPressureRemoveMemoryPressure
- ;3“”“”
-

Examples

```
public class FinalizableObject
{
    public FinalizableObject()
    {
        Console.WriteLine("Instance initialized");
    }

    ~FinalizableObject()
    {
        Console.WriteLine("Instance finalized");
    }
}
```

```
new FinalizableObject(); // Object instantiated, ready to be used
```

```
<namespace>.FinalizableObject initialized
```

。

```
new FinalizableObject(); // Object instantiated, ready to be used
GC.Collect();
```

```
<namespace>.FinalizableObject initialized
<namespace>.FinalizableObject finalized
```

“”。

-

“”“” 。

FinalizableObject1FinalizableObject2FinalizableObject/

```
var obj1 = new FinalizableObject1(); // Finalizable1 instance allocated here
var obj2 = new FinalizableObject2(); // Finalizable2 instance allocated here
obj1 = null; // No more references to the Finalizable1 instance
GC.Collect();
```

```
<namespace>.FinalizableObject1 initialized
<namespace>.FinalizableObject2 initialized
<namespace>.FinalizableObject1 finalized
```

FinalizableObject1FinalizableObject2。

OtherObjectFinalizableObject

```
var obj1 = new FinalizableObject1();
var obj2 = new FinalizableObject2();
obj1.OtherObject = obj2;
obj2.OtherObject = obj1;
obj1 = null; // Program no longer references Finalizable1 instance
obj2 = null; // Program no longer references Finalizable2 instance
// But the two objects still reference each other
GC.Collect();
```

```
<namespace>.FinalizedObject1 initialized
<namespace>.FinalizedObject2 initialized
<namespace>.FinalizedObject1 finalized
<namespace>.FinalizedObject2 finalized
```

。

…“”“”。“”“”。

```
var weak = new WeakReference<FinalizableObject>(new FinalizableObject());
GC.Collect();
```

```
<namespace>.FinalizableObject initialized
<namespace>.FinalizableObject finalized
```

WeakReferenceGarbage。

1WeakReference。

2。TryGetTarget

```
var target = new object(); // Any object will do as target
var weak = new WeakReference<object>(target); // Create weak reference
target = null; // Drop strong reference to the target

// ... Many things may happen in-between

// Check whether the target is still available
if(weak.TryGetTarget(out target))
{
```

```
    // Use re-initialized target variable
    // To do whatever the target is needed for
}
else
{
    // Do something when there is no more target object
    // The target variable value should not be used here
}
```

.Net 4.5WeakReference。

```
var target = new object(); // Any object will do as target
var weak = new WeakReference(target); // Create weak reference
target = null; // Drop strong reference to the target

// ... Many things may happen in-between

// Check whether the target is still available
if (weak.IsAlive)
{
    target = weak.Target;

    // Use re-initialized target variable
    // To do whatever the target is needed for
}
else
{
    // Do something when there is no more target object
    // The target variable value should not be used here
}
```

Disposevs. finalizers

DisposeIDisposable。 “catch”Dispose。

Dispose

```
private void SomeFunction()
{
    // Initialize an object that uses heavy external resources
    var disposableObject = new ClassThatImplementsIDisposable();

    // ... Use that object

    // Dispose as soon as no longer used
    disposableObject.Dispose();

    // ... Do other stuff

    // The disposableObject variable gets out of scope here
    // The object will be finalized later on (no guarantee when)
    // But it no longer holds to the heavy external resource after it was disposed
}
```

。 MVCSystem.Web.Mvc.ControllerBase。 IDisposableDispose - 。

Dispose;

-
- Dispose。

Dispose。

-
- Dispose

。

-
- “”。

。“”

```
public class DisposableFinalizable1: IDisposable
{
    private bool disposed = false;

    ~DisposableFinalizable1() { Cleanup(); }

    public void Dispose() { Cleanup(); }

    private void Cleanup()
    {
        if(!disposed)
        {
            // Actual code to release resources gets here, then
            disposed = true;
        }
    }
}
```

SuppressFinalizeDispose

```
public class DisposableFinalizable2 : IDisposable
{
    ~DisposableFinalizable2() { Cleanup(); }

    public void Dispose()
    {
        Cleanup();
        GC.SuppressFinalize(this);
    }

    private void Cleanup()
    {
        // Actual code to release resources gets here
    }
}
```

https://riptutorial.com/zh-CN/dot-net/topic/9636/

42:

null ◦ ◦

◦

Examples

◦

System.ValueType◦

◦

◦ int32◦ ◦

◦ System.ValueType◦

◦

```
struct PersonAsValueType
{
    public string Name;
}

class Program
{
    static void Main()
    {
        PersonAsValueType personA;

        personA.Name = "Bob";

        var personB = personA;

        personA.Name = "Linda";

        Console.WriteLine(                // Outputs 'False' - because
            object.ReferenceEquals(       // personA and personB are referencing
                personA,                  // different areas of memory
                personB));

        Console.WriteLine(personA.Name);  // Outputs 'Linda'
        Console.WriteLine(personB.Name);  // Outputs 'Bob'
    }
}
```

◦

C / C ++◦

◦

◦ ◦ ◦

.NET CLR。

。 。

。 。

。

。

```
class PersonAsReferenceType
{
    public string Name;
}

class Program
{
    static void Main()
    {
        PersonAsReferenceType personA;

        personA = new PersonAsReferenceType { Name = "Bob" };

        var personB = personA;

        personA.Name = "Linda";

        Console.WriteLine(               // Outputs 'True' - because
            object.ReferenceEquals(      // personA and personB are referencing
                personA,                 // the *same* memory location
                personB));

        Console.WriteLine(personA.Name); // Outputs 'Linda'
        Console.WriteLine(personB.Name); // Outputs 'Linda'
    }
```

https://riptutorial.com/zh-CN/dot-net/topic/9358/

43:

Examples

KeyValue

```
Dictionary<int, string> dict = new Dictionary<int, string>();
foreach(KeyValuePair<int, string> kvp in dict)
{
   Console.WriteLine("Key : " + kvp.Key.ToString() + ", Value : " + kvp.Value);
}
```

```
Dictionary<int, string> dict = new Dictionary<int, string>();
foreach(int key in dict.Keys)
{
    Console.WriteLine("Key : " + key.ToString() + ", Value : " + dict[key]);
}
```

```
Dictionary<int, string> dict = new Dictionary<int, string>();
foreach(string s in dict.Values)
{
    Console.WriteLine("Value : " + s);
}
```

Collection InitializerDictionary

```
// Translates to `dict.Add(1, "First")` etc.
var dict = new Dictionary<int, string>()
{
    { 1, "First" },
    { 2, "Second" },
    { 3, "Third" }
};

// Translates to `dict[1] = "First"` etc.
// Works in C# 6.0.
var dict = new Dictionary<int, string>()
{
    [1] = "First",
    [2] = "Second",
    [3] = "Third"
};
```

```
Dictionary<int, string> dict = new Dictionary<int, string>();
dict.Add(1, "First");
dict.Add(2, "Second");

// To safely add items (check to ensure item does not already exist - would throw)
if(!dict.ContainsKey(3))
{
   dict.Add(3, "Third");
}
```

/。 getset

```
Dictionary<int, string> dict = new Dictionary<int, string>();
dict[1] = "First";
dict[2] = "Second";
dict[3] = "Third";
```

Add。

ConcurrentDictionary<TKey, TValue>

```
var dict = new ConcurrentDictionary<int, string>();
dict.AddOrUpdate(1, "First", (oldKey, oldValue) => "First");
```

```
var dict = new Dictionary<int, string>()
{
    { 1, "First" },
    { 2, "Second" },
    { 3, "Third" }
};
```

1。 KeyNotFoundException ContainsKey

```
if (dict.ContainsKey(1))
    Console.WriteLine(dict[1]);
```

。 。

```
string value;
if (dict.TryGetValue(1, out value))
    Console.WriteLine(value);
```

Case-Insensivitve。

```
var MyDict = new Dictionary<string,T>(StringComparison.InvariantCultureIgnoreCase)
```

ConcurrentDictionary .NET 4.0

/。

Dictionary<TKey, TValue>

```
var dict = new ConcurrentDictionary<int, string>();
```

AddAddOrUpdate2

1 AddOrUpdate(TKey key, TValue, Func<TKey, TValue, TValue> addValue) - //。

2 AddOrUpdate(TKey key, Func<TKey, TValue> addValue, Func<TKey, TValue, TValue>

updateValueFactory) - //。

1

```
string addedValue = dict.AddOrUpdate(1, "First", (updateKey, valueOld) => "First");
```

1

```
string addedValue2 = dict.AddOrUpdate(1, "First", (updateKey, valueOld) => $"{valueOld}
Updated");
```

2

```
string addedValue3 = dict.AddOrUpdate(1, (key) => key == 1 ? "First" : "Not First",
(updateKey, valueOld) => $"{valueOld} Updated");
```

Dictionary<TKey,TValue>

```
string value = null;
bool success = dict.TryGetValue(1, out value);
```

mehod。

2“Second”

```
string theValue = dict.GetOrAdd(2, "Second");
```

```
string theValue2 = dict.GetOrAdd(2, (key) => key == 2 ? "Second" : "Not Second." );
```

IEnumerable to Dictionary≥.NET3.5

IEnumerable <T>Dictionary <TKeyTValue >

```
using System;
using System.Collections.Generic;
using System.Linq;
```

```
public class Fruits
{
    public int Id { get; set; }
    public string Name { get; set; }
}
```

```
var fruits = new[]
{
    new Fruits { Id = 8 , Name = "Apple" },
    new Fruits { Id = 3 , Name = "Banana" },
    new Fruits { Id = 7 , Name = "Mango" },
};
```

```
// Dictionary<int, string>                    key      value
var dictionary = fruits.ToDictionary(x => x.Id, x => x.Name);
```

```
var dict = new Dictionary<int, string>()
{
    { 1, "First" },
    { 2, "Second" },
    { 3, "Third" }
};
```

Remove◦

```
bool wasRemoved = dict.Remove(2);
```

2◦ Remove◦ false◦

null ◦

```
dict[2] = null; // WRONG WAY TO REMOVE!
```

◦ null◦

“ Clear◦

```
dict.Clear();
```

Clear Count0◦

containsKeyTKEY

DictionaryContainsKey(TKey)TKey◦ bool◦

```
var dictionary = new Dictionary<string, Customer>()
{
   {"F1", new Customer() { FirstName = "Felipe", ... } },
   {"C2", new Customer() { FirstName = "Carl", ... } },
   {"J7", new Customer() { FirstName = "John", ... } },
   {"M5", new Customer() { FirstName = "Mary", ... } },
};
```

C2

```
if (dictionary.ContainsKey("C2"))
{
   // exists
}
```

ContainsKeyDictionary<TKey, TValue>◦

KeyValuePair

```
Dictionary<int, int> dictionary = new Dictionary<int, int>();
List<KeyValuePair<int, int>> list = new List<KeyValuePair<int, int>>();
list.AddRange(dictionary);
```

```
Dictionary<int, int> dictionary = new Dictionary<int, int>();
List<int> list = new List<int>();
list.AddRange(dictionary.Keys);
```

```
Dictionary<int, int> dictionary = new Dictionary<int, int>();
List<int> list = new List<int>();
list.AddRange(dictionary.Values);
```

Lazy'1ConcurrentDictionary

ConcurrentDictionary。

CPU。。。

`ConcurrentDictionary<TKey, TValue>Lazy<TValue>`。ConcurrentDictionary GetOrAdd。LazyLazy。LazyValueValue - GetOrAdd

```
public static class ConcurrentDictionaryExtensions
{
    public static TValue GetOrCreateLazy<TKey, TValue>(
        this ConcurrentDictionary<TKey, Lazy<TValue>> d,
        TKey key,
        Func<TKey, TValue> factory)
    {
        return
            d.GetOrAdd(
                key,
                key1 =>
                    new Lazy<TValue>(() => factory(key1),
                    LazyThreadSafetyMode.ExecutionAndPublication)).Value;
    }
}
```

XmlSerializer。。ConcurrentDictionary。ConcurrentDictionaryLazy

```
private ConcurrentDictionary<Type, Lazy<XmlSerializer>> _serializers =
    new ConcurrentDictionary<Type, Lazy<XmlSerializer>>();

public XmlSerializer GetSerialier(Type t)
{
    return _serializers.GetOrCreateLazy(t, BuildSerializer);
}

private XmlSerializer BuildSerializer(Type t)
{
    throw new NotImplementedException("and this is a homework");
}
```

https://riptutorial.com/zh-CN/dot-net/topic/45/

44:

.NET `System.StringSystem.Char` UTF-16。 .NET。

Unicode 。 。 `System.Char`

- à *U + 0061 LATIN SMALL LETTER AU + 0300 COMBINING GRAVE ACCENT* 。 `"à ".Length == 21` 。
- à*U + 00E0 LATIN SMALL LETTER A WITH GRAVE*。 `"\u00e0" == "\u0061\u0300"` `"\u00e0".Length != "\u0061\u0300".Length` 。 `String.Normalize()` 。
- Unicode *U + D55C HAN CHARACTER*UTF-16 。 。
- *U+ 2008A HAN CHARACTER*`System.Char` `"\ud840\udc8a"` UTF-16。
- digraphtrigraphs`chh` *fyzika* 。

Unicode。

Unicode

```
public static class StringExtensions
{
    public static IEnumerable<string> EnumerateCharacters(this string s)
    {
        if (s == null)
            return Enumerable.Empty<string>();

        var enumerator = StringInfo.GetTextElementEnumerator(s.Normalize());
        while (enumerator.MoveNext())
            yield return (string)enumerator.Value;
    }
}
```

Examples

`LengthSystem.Char`Unicode。 `text.Distinct().Count()`

```
int distinctCharactersCount = text.EnumerateCharacters().Count();
```

```
var frequencies = text.EnumerateCharacters()
    .GroupBy(x => x, StringComparer.CurrentCultureIgnoreCase)
    .Select(x => new { Character = x.Key, Count = x.Count() };
```

Length`System.Char`Unicode。

```
int length = text.EnumerateCharacters().Count();
```

`EnumerateCharacters()`

```
public static class StringExtensions
{
    public static int CountCharacters(this string text)
    {
        if (String.IsNullOrEmpty(text))
            return 0;

        int count = 0;
        var enumerator = StringInfo.GetTextElementEnumerator(text);
        while (enumerator.MoveNext())
            ++count;

        return count;
    }
}
```

“ ”

```
int count = text.Count(x => x == ch);
```

```
public static int CountOccurrencesOf(this string text, string character)
{
    return text.EnumerateCharacters()
        .Count(x => String.Equals(x, character, StringComparer.CurrentCulture));
}
```

。

`System.Char`

```
public static IEnumerable<string> Split(this string value, int desiredLength)
{
    var characters = StringInfo.GetTextElementEnumerator(value);
    while (characters.MoveNext())
        yield return String.Concat(Take(characters, desiredLength));
}

private static IEnumerable<string> Take(TextElementEnumerator enumerator, int count)
{
    for (int i = 0; i < count; ++i)
    {
        yield return (string)enumerator.Current;

        if (!enumerator.MoveNext())
            yield break;
    }
}
```

.NET`System.Char` UTF-16。 `System.Byte`。

`System.Text.Encoder` `System.Text.Decoder`/*X*`byte[]` UTF-16 `System.String`-versa。

/`System.Text.Encoding` UTF-8 UTF-16。

UTF-8

```
byte[] data = Encoding.UTF8.GetBytes("This is my text");
```

UTF-8

```
var text = Encoding.UTF8.GetString(data);
```

UTF-8UTF-16。

```
var content = File.ReadAllText(path, Encoding.UTF8);
File.WriteAllText(content, Encoding.UTF16);
```

Object.ToString

.NET`Object ToString()` 。

```
public class Foo
{
}

var foo = new Foo();
Console.WriteLine(foo); // outputs Foo
```

`ToString()`

```
public class Foo
{
    public override string ToString()
    {
        return "I am Foo";
    }
}

var foo = new Foo();
Console.WriteLine("I am bar and "+foo);// outputs I am bar and I am Foo
```

◦ DebuggerDisplay Attribute MSDN

```
// [DebuggerDisplay("Person = FN {FirstName}, LN {LastName}")]
[DebuggerDisplay("Person = FN {"+nameof(Person.FirstName)+"}, LN
{"+nameof(Person.LastName)+"}")]
public class Person
{
    public string FirstName { get; set; }
    public string LastName { get; set;}
    // ...
}
```

◦ ◦ ◦ ◦

```
string veryLongString = ...
// memory is allocated
string newString = veryLongString.Remove(0,1); // removes first character of the string.
```

StringBuilder

```
var sb = new StringBuilder(someInitialString);
foreach(var str in manyManyStrings)
{
    sb.Append(str);
}
var finalString = sb.ToString();
```

String==◦

string◦ ◦ ◦

Length

String.Equals StringComparison ◦

https://riptutorial.com/zh-CN/dot-net/topic/2227/

45: POSTWeb

Examples

WebRequest

multipart / form-data。

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Net;
using System.Threading.Tasks;

public async Task<string> UploadFile(string url, string filename,
    Dictionary<string, object> postData)
{
    var request = WebRequest.CreateHttp(url);
    var boundary = $"{Guid.NewGuid():N}"; // boundary will separate each parameter
    request.ContentType = $"multipart/form-data; {nameof(boundary)}={boundary}";
    request.Method = "POST";

    using (var requestStream = request.GetRequestStream())
    using (var writer = new StreamWriter(requestStream))
    {
        foreach (var data in postData)
            await writer.WriteAsync( // put all POST data into request
                $"\r\n--{boundary}\r\nContent-Disposition: " +
                $"form-data; name=\"{data.Key}\"\r\n\r\n{data.Value}");

        await writer.WriteAsync( // file header
            $"\r\n--{boundary}\r\nContent-Disposition: " +
            $"form-data; name=\"File\"; filename=\"{Path.GetFileName(filename)}\"\r\n" +
            "Content-Type: application/octet-stream\r\n\r\n");

        await writer.FlushAsync();
        using (var fileStream = File.OpenRead(filename))
            await fileStream.CopyToAsync(requestStream);

        await writer.WriteAsync($"\r\n--{boundary}--\r\n");
    }

    using (var response = (HttpWebResponse) await request.GetResponseAsync())
    using (var responseStream = response.GetResponseStream())
    {
        if (responseStream == null)
            return string.Empty;
        using (var reader = new StreamReader(responseStream))
            return await reader.ReadToEndAsync();
    }
}
```

```
var response = await uploader.UploadFile("< YOUR URL >", "< PATH TO YOUR FILE >",
```

```
    new Dictionary<string, object>
    {
        {"Comment", "test"},
        {"Modified", DateTime.Now }
    });
```

POSTWeb https://riptutorial.com/zh-CN/dot-net/topic/10845/postweb

46:

- [DllImport“Example.dll”] static extern void SetTextstring inString;
- [DllImport“Example.dll”] static extern void GetTextStringBuilder outString;
- [MarshalAsUnmanagedType.ByValTStrSizeConst = 32];
- [MarshalAsUnmanagedType.ByValArraySizeConst = 128] byte [] byteArr;
- [StructLayoutLayoutKind.Sequential] public struct PERSON {...}
- [StructLayoutLayoutKind.Explicit] public struct MarshaledUnion {[FieldOffset0] ...}

Examples

Win32 DLL

```
using System.Runtime.InteropServices;

class PInvokeExample
{
    [DllImport("user32.dll", CharSet = CharSet.Auto)]
    public static extern uint MessageBox(IntPtr hWnd, String text, String caption, int
options);

    public static void test()
    {
        MessageBox(IntPtr.Zero, "Hello!", "Message", 0);
    }
}
```

`static extern` stting `DllImportAttribute Value`.dll name。 `System.Runtime.InteropServices`。 。

.dll。 P / Invoke.dll.NETWin32。

Windows API

pinvoke.net 。

`extern` Windows APIpinvoke.net。 。

```
[DllImport("Example.dll")]
static extern void SetArray(
    [MarshalAs(UnmanagedType.LPArray, SizeConst = 128)]
    byte[] data);
```

```
[DllImport("Example.dll")]
static extern void SetStrArray(string[] textLines);
```

C ++

```
typedef struct _PERSON
```

```
{
    int age;
    char name[32];
} PERSON, *LP_PERSON;

void GetSpouse(PERSON person, LP_PERSON spouse);
```

C

```
[StructLayout(LayoutKind.Sequential, CharSet = CharSet.Ansi)]
public struct PERSON
{
    public int age;
    [MarshalAs(UnmanagedType.ByValTStr, SizeConst = 32)]
    public string name;
}

[DllImport("family.dll", CharSet = CharSet.Auto)]
public static extern bool GetSpouse(PERSON person, ref PERSON spouse);
```

。

C ++

```
typedef struct
{
    int length;
    int *data;
} VECTOR;

void SetVector(VECTOR &vector);
```

dataIntPtrMarshal.AllocHGlobal()Marshal.FreeHGlobal()

```
[StructLayout(LayoutKind.Sequential)]
public struct VECTOR : IDisposable
{
    int length;
    IntPtr dataBuf;

    public int[] data
    {
        set
        {
            FreeDataBuf();
            if (value != null && value.Length > 0)
            {
                dataBuf = Marshal.AllocHGlobal(value.Length * Marshal.SizeOf(value[0]));
                Marshal.Copy(value, 0, dataBuf, value.Length);
                length = value.Length;
            }
        }
    }
    void FreeDataBuf()
    {
        if (dataBuf != IntPtr.Zero)
        {
```

```
            Marshal.FreeHGlobal(dataBuf);
            dataBuf = IntPtr.Zero;
        }
    }
    public void Dispose()
    {
        FreeDataBuf();
    }
}

[DllImport("vectors.dll")]
public static extern void SetVector([In]ref VECTOR vector);
```

。

C ++

```
typedef struct
{
    char *name;
} USER;

bool GetCurrentUser(USER *user);
```

IntPrt。 Marshal.PtrToStringAnsi()

```
[StructLayout(LayoutKind.Sequential)]
public struct USER
{
    IntPtr nameBuffer;
    public string name { get { return Marshal.PtrToStringAnsi(nameBuffer); } }
}

[DllImport("users.dll")]
public static extern bool GetCurrentUser(out USER user);
```

C ++

```
typedef union
{
    char c;
    int i;
} CharOrInt;
```

C

```
[StructLayout(LayoutKind.Explicit)]
public struct CharOrInt
{
    [FieldOffset(0)]
    public byte c;
    [FieldOffset(0)]
    public int i;
}
```

1-~~FieldOffset(0) text; FieldOffset(0) i;~~

```
typedef union
{
    char text[128];
    int i;
} TextOrInt;
```

。

```
[StructLayout(LayoutKind.Sequential)]
public struct TextOrInt
{
    [MarshalAs(UnmanagedType.ByValArray, SizeConst = 128)]
    public byte[] text;
    public int i { get { return BitConverter.ToInt32(text, 0); } }
}
```

https://riptutorial.com/zh-CN/dot-net/topic/1643/

47:

MEF。

System.ComponentModel.Composition。

```
using System.Collections.ObjectModel;

namespace Demo
{
    public sealed class User
    {
        public User(int id, string name)
        {
            this.Id = id;
            this.Name = name;
        }

        public int Id { get; }
        public string Name { get; }
        public override string ToString() => $"User[Id: {this.Id}, Name={this.Name}]";
    }

    public interface IUserProvider
    {
        ReadOnlyCollection<User> GetAllUsers();
    }
}
```

Examples

```
using System.Collections.Generic;
using System.Collections.ObjectModel;
using System.ComponentModel.Composition;

namespace Demo
{
    [Export(typeof(IUserProvider))]
    public sealed class UserProvider : IUserProvider
    {
        public ReadOnlyCollection<User> GetAllUsers()
        {
            return new List<User>
            {
                new User(0, "admin"),
                new User(1, "Dennis"),
                new User(2, "Samantha"),
            }.AsReadOnly();
        }
    }
}
```

;ComposablePartCatalogs。

```
using System;
using System.ComponentModel.Composition;

namespace Demo
{
    public sealed class UserWriter
    {
        [Import(typeof(IUserProvider))]
        private IUserProvider userProvider;

        public void PrintAllUsers()
        {
            foreach (User user in this.userProvider.GetAllUsers())
            {
                Console.WriteLine(user);
            }
        }
    }
}
```

IUserProvider。 ComposablePartCatalogs。

。

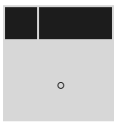
```
using System.ComponentModel.Composition;
using System.ComponentModel.Composition.Hosting;

namespace Demo
{
    public static class Program
    {
        public static void Main()
        {
            using (var catalog = new ApplicationCatalog())
            using (var exportProvider = new CatalogExportProvider(catalog))
            using (var container = new CompositionContainer(exportProvider))
            {
                exportProvider.SourceProvider = container;

                UserWriter writer = new UserWriter();

                // at this point, writer's userProvider field is null
                container.ComposeParts(writer);

                // now, it should be non-null (or an exception will be thrown).
                writer.PrintAllUsers();
            }
        }
    }
}
```

[Export(typeof(IUserProvider))] UserWriter。

DirectoryCatalog ApplicationCatalog 。

https://riptutorial.com/zh-CN/dot-net/topic/62/

48: /



truefalse。

Examples

VB WriteAllText

```
Imports System.IO

Dim filename As String = "c:\path\to\file.txt"
File.WriteAllText(filename, "Text to write" & vbCrLf)
```

VB StreamWriter

```
Dim filename As String = "c:\path\to\file.txt"
If System.IO.File.Exists(filename) Then
    Dim writer As New System.IO.StreamWriter(filename)
    writer.Write("Text to write" & vbCrLf) 'Add a newline
    writer.close()
End If
```

CStreamWriter

```
using System.Text;
using System.IO;

string filename = "c:\path\to\file.txt";
//'using' structure allows for proper disposal of stream.
using (StreamWriter writer = new StreamWriter(filename"))
{
    writer.WriteLine("Text to Write\n");
}
```

CWriteAllText

```
using System.IO;
using System.Text;

string filename = "c:\path\to\file.txt";
File.writeAllText(filename, "Text to write\n");
```

CFile.Exists

```
using System;
using System.IO;

public class Program
{
    public static void Main()
    {
        string filePath = "somePath";

        if(File.Exists(filePath))
        {
            Console.WriteLine("Exists");
        }
        else
        {
            Console.WriteLine("Does not exist");
        }
    }
}
```

。

```
Console.WriteLine(File.Exists(pathToFile) ? "Exists" : "Does not exist");
```

/ https://riptutorial.com/zh-CN/dot-net/topic/1376/-

49: System.Text.RegularExpressions

Examples

```
public bool Check()
{
    string input = "Hello World!";
    string pattern = @"H.ll. W.rld!";

    // true
    return Regex.IsMatch(input, pattern);
}
```

```
public bool Check()
{
    string input = "Hello World!";
    string pattern = @"H.ll. W.rld!";

    // true
    return Regex.IsMatch(input, pattern, RegexOptions.IgnoreCase | RegexOptions.Singleline);
}
```

```
public string Check()
{
    string input = "Hello World!";
    string pattern = @"W.rld";

    // Hello Stack Overflow!
    return Regex.Replace(input, pattern, "Stack Overflow");
}
```

```
public string Check()
{
    string input = "Hello World!";
    string pattern = @"H.ll. (?<Subject>W.rld)!";

    Match match = Regex.Match(input, pattern);

    // World
    return match.Groups["Subject"].Value;
}
```

```
public string Remove()
{
    string input = "Hello./!";

    return Regex.Replace(input, "[^a-zA-Z0-9]", "");
}
```

```
using System.Text.RegularExpressions;
```

```
static void Main(string[] args)
{
    string input = "Carrot Banana Apple Cherry Clementine Grape";
    // Find words that start with uppercase 'C'
    string pattern = @"\bC\w*\b";

    MatchCollection matches = Regex.Matches(input, pattern);
    foreach (Match m in matches)
        Console.WriteLine(m.Value);
}
```

```
Carrot
Cherry
Clementine
```

System.Text.RegularExpressions https://riptutorial.com/zh-CN/dot-net/topic/6944/-system-text-regularexpressions-

50: ForEach

.NETForEach◦ foreach◦

Examples

```
public class Customer {
   public void SendEmail()
   {
       // Sending email code here
   }
}

List<Customer> customers = new List<Customer>();

customers.Add(new Customer());
customers.Add(new Customer());

customers.ForEach(c => c.SendEmail());
```

IEnumerable

ForEach()List<T>IQueryable<T>IEnumerable<T> ◦

ToList

◦ ◦

```
IEnumerable<Customer> customers = new List<Customer>();

customers.ToList().ForEach(c => c.SendEmail());
```

◦

```
public static void ForEach<T>(this IEnumerable<T> enumeration, Action<T> action)
{
    foreach(T item in enumeration)
    {
        action(item);
    }
}
```

```
IEnumerable<Customer> customers = new List<Customer>();

customers.ForEach(c => c.SendEmail());
```

FrameworkLINQ ◦ ForEach◦ foreach◦

ForEach https://riptutorial.com/zh-CN/dot-net/topic/2225/foreach

51:

Examples

GUI

“'control_name'。”

system.windows.forms

```
private void button4_Click(object sender, EventArgs e)
{
    Thread thread = new Thread(updatetextbox);
    thread.Start();
}

private void updatetextbox()
{
    textBox1.Text = "updated"; // Throws exception
}
```

Control.InvokeControl.BeginInvoke。Control.InvokeRequired。

```
private void updatetextbox()
{
    if (textBox1.InvokeRequired)
        textBox1.BeginInvoke((Action)(() => textBox1.Text = "updated"));
    else
        textBox1.Text = "updated";
}
```

```
public static class Extensions
{
    public static void BeginInvokeIfRequired(this ISynchronizeInvoke obj, Action action)
    {
        if (obj.InvokeRequired)
            obj.BeginInvoke(action, new object[0]);
        else
            action();
    }
}
```

```
private void updatetextbox()
{
    textBox1.BeginInvokeIfRequired(() => textBox1.Text = "updated");
}
```

Control.BeginInvokeControl.BeginInvoke。

textBox1Control.Invoke。GUI。

https://riptutorial.com/zh-CN/dot-net/topic/3098/

52:

HTTP

Examples

TCPTcpListenerTcpClientNetworkStream

```
using System;
using System.IO;
using System.Net;
using System.Net.Sockets;
using System.Text;

class TcpChat
{
    static void Main(string[] args)
    {
        if(args.Length == 0)
        {
            Console.WriteLine("Basic TCP chat");
            Console.WriteLine();
            Console.WriteLine("Usage:");
            Console.WriteLine("tcpchat server <port>");
            Console.WriteLine("tcpchat client <url> <port>");
            return;
        }

        try
        {
            Run(args);
        }
        catch(IOException)
        {
            Console.WriteLine("--- Connection lost");
        }
        catch(SocketException ex)
        {
            Console.WriteLine("--- Can't connect: " + ex.Message);
        }
    }

    static void Run(string[] args)
    {
        TcpClient client;
        NetworkStream stream;
        byte[] buffer = new byte[256];
        var encoding = Encoding.ASCII;

        if(args[0].StartsWith("s", StringComparison.InvariantCultureIgnoreCase))
        {
            var port = int.Parse(args[1]);
            var listener = new TcpListener(IPAddress.Any, port);
            listener.Start();
            Console.WriteLine("--- Waiting for a connection...");
            client = listener.AcceptTcpClient();
```

```
        }
        else
        {
            var hostName = args[1];
            var port = int.Parse(args[2]);
            client = new TcpClient();
            client.Connect(hostName, port);
        }

        stream = client.GetStream();
        Console.WriteLine("--- Connected. Start typing! (exit with Ctrl-C)");

        while(true)
        {
            if(Console.KeyAvailable)
            {
                var lineToSend = Console.ReadLine();
                var bytesToSend = encoding.GetBytes(lineToSend + "\r\n");
                stream.Write(bytesToSend, 0, bytesToSend.Length);
                stream.Flush();
            }

            if (stream.DataAvailable)
            {
                var receivedBytesCount = stream.Read(buffer, 0, buffer.Length);
                var receivedString = encoding.GetString(buffer, 0, receivedBytesCount);
                Console.Write(receivedString);
            }
        }
    }
}
```

SNTPUdpClient

SNTP[RFC 2030](#) 。

```
using System;
using System.Globalization;
using System.Linq;
using System.Net;
using System.Net.Sockets;

class SntpClient
{
    const int SntpPort = 123;
    static DateTime BaseDate = new DateTime(1900, 1, 1);

    static void Main(string[] args)
    {
        if(args.Length == 0) {
            Console.WriteLine("Simple SNTP client");
            Console.WriteLine();
            Console.WriteLine("Usage: sntpclient <sntp server url> [<local timezone>]");
            Console.WriteLine();
            Console.WriteLine("<local timezone>: a number between -12 and 12 as hours from
UTC");
            Console.WriteLine("(append .5 for an extra half an hour)");
            return;
        }
```

```
        double localTimeZoneInHours = 0;
        if(args.Length > 1)
            localTimeZoneInHours = double.Parse(args[1], CultureInfo.InvariantCulture);

        var udpClient = new UdpClient();
        udpClient.Client.ReceiveTimeout = 5000;

        var sntpRequest = new byte[48];
        sntpRequest[0] = 0x23; //LI=0 (no warning), VN=4, Mode=3 (client)

        udpClient.Send(
            dgram: sntpRequest,
            bytes: sntpRequest.Length,
            hostname: args[0],
            port: SntpPort);

        byte[] sntpResponse;
        try
        {
            IPEndPoint remoteEndpoint = null;
            sntpResponse = udpClient.Receive(ref remoteEndpoint);
        }
        catch(SocketException)
        {
            Console.WriteLine("*** No response received from the server");
            return;
        }

        uint numberOfSeconds;
        if(BitConverter.IsLittleEndian)
            numberOfSeconds = BitConverter.ToUInt32(
                sntpResponse.Skip(40).Take(4).Reverse().ToArray()
                ,0);
        else
            numberOfSeconds = BitConverter.ToUInt32(sntpResponse, 40);

        var date = BaseDate.AddSeconds(numberOfSeconds).AddHours(localTimeZoneInHours);

        Console.WriteLine(
            $"Current date in server: {date:yyyy-MM-dd HH:mm:ss}
UTC{localTimeZoneInHours:+0.#;-0.#;.}");
    }
}
```

https://riptutorial.com/zh-CN/dot-net/topic/35/

53:

struct ◦ ◦ Microsoftstruct16◦

classC◦

enum ◦ constantIntellisense◦

Examples

System.ValueType◦ ◦

```
Struct MyStruct
{
    public int x;
    public int y;
}
```

◦ AddNumbersab intValue◦

```
int a = 5;
int b = 6;

AddNumbers(a,b);

public AddNumbers(int x, int y)
{
    int z = x + y; // z becomes 11
    x = x + 5; // now we changed x to be 10
    z = x + y; // now z becomes 16
}
```

5xax aa ◦

◦

System.Object◦ ◦

```
public Class MyClass
{
    public int a;
    public int b;
}
```

◦ int◦

```
MyClass instanceOfMyClass = new MyClass();
instanceOfMyClass.a = 5;
```

```
instanceOfMyClass.b = 6;

AddNumbers(instanceOfMyClass);

public AddNumbers(MyClass sample)
{
    int z = sample.a + sample.b; // z becomes 11
    sample.a = sample.a + 5; // now we changed a to be 10
    z = sample.a + sample.b; // now z becomes 16
}
```

sample.a10 instanceOfMyClass.a ◦ ◦

◦

◦ enumSystem.Enum◦ ◦

```
public enum MyEnum
{
    Monday = 1,
    Tuesday,
    Wednesday,
    //...
}
```

◦ 1◦ Tuesday2 Wednesday3◦

int0 byte, sbyte, short, ushort, int, uint, long, or ulong ◦ 1◦

MyEnum

```
MyEnum instance = (MyEnum)3; // the variable named 'instance' gets a
                             //value of MyEnum.Wednesday, which maps to 3.

int x = 2;
instance = (MyEnum)x; // now 'instance' has a value of MyEnum.Tuesday
```

Flags ◦ Flags◦ 2◦

```
[Flags]
public enum MyEnum
{
    Monday = 1,
    Tuesday = 2,
    Wednesday = 4,
    Thursday = 8,
    Friday = 16,
    Saturday = 32,
    Sunday = 64
}
```

.NET 4.0Enum.HasFlag◦

```
MyEnum instance = MyEnum.Monday | MyEnum.Thursday; // instance now has a value of
                                                   // *both* Monday and Thursday,
                                                   // represented by (in binary) 0100.

if (instance.HasFlag(MyEnum.Wednesday))
{
    // it doesn't, so this block is skipped
}
else if (instance.HasFlag(MyEnum.Thursday))
{
    // it does, so this block is executed
}
```

Enum`System.ValueType`。 EnumSystem.Int32。 。 ValueTypeMSDN 。

https://riptutorial.com/zh-CN/dot-net/topic/57/

54:

.NET Framework。。C。lambdaExpression <Func <... >>C。LINQ。Entity FrameworkLINQ。Entity FrameworkSQL。

Examples

C

C

```
Expression<Func<int, int>> expression = a => a + 1;
```

ClambdaExpression

```
ParameterExpression parameterA = Expression.Parameter(typeof(int), "a");
var expression = (Expression<Func<int, int>>)Expression.Lambda(
                                                Expression.Add(
                                                    parameterA,
                                                    Expression.Constant(1)),
                                                parameterA);
```

lambda。lambda“a”。CLRBinaryExpressionAddTypeNodeType。。LeftRight。Left“a” ParameterExpressionRight1ConstantExpression。

```
Console.WriteLine(expression); //prints a => (a + 1)
```

C。

CCLR

```
Func<int, int> lambda = expression.Compile();
Console.WriteLine(lambda(2)); //prints 3
```

SQLReflection。

form field == value

```
_ => _.Field == "VALUE"
```

。

```
_ => _.Field"VALUE"
```

。

- `IQueryable<T> IEnumerable<T>`。
- `Linq` to `SQLWhere`。

```
EqualField"VALUE"
```

。

```
public static Expression<Func<T, bool>> BuildEqualPredicate<T>(
    Expression<Func<T, string>> memberAccessor,
    string term)
{
    var toString = Expression.Convert(Expression.Constant(term), typeof(string));
    Expression expression = Expression.Equal(memberAccessor.Body, toString);
    var predicate = Expression.Lambda<Func<T, bool>>(
        expression,
        memberAccessor.Parameters);
    return predicate;
}
```

Where。

```
var predicate = PredicateExtensions.BuildEqualPredicate<Entity>(
    _ => _.Field,
    "VALUE");
var results = context.Entity.Where(predicate).ToList();
```

```
public TestClass
{
    public static string StaticPublicField = "StaticPublicFieldValue";
}
```

StaticPublicField

```
var fieldExpr = Expression.Field(null, typeof(TestClass), "StaticPublicField");
var labmda = Expression.Lambda<Func<string>>(fieldExpr);
```

。

```
Func<string> retriever = lambda.Compile();
var fieldValue = retriever();
```

// fieldValueStaticPublicFieldValue

InvocationExpression

InvocationExpressionExpressionlambda。

Expression.Invoke。

“”。 null。

```
using System;
using System.Linq;
using System.Linq.Expressions;

public class Program
{
    public static void Main()
    {
        var elements = new[] {
```

```
            new Element { Description = "car" },
            new Element { Description = "cargo" },
            new Element { Description = "wheel" },
            new Element { Description = null },
            new Element { Description = "Madagascar" },
        };

        var elementIsInterestingExpression = CreateSearchPredicate(
            searchTerm: "car",
            whereToSearch: (Element e) => e.Description);

        Console.WriteLine(elementIsInterestingExpression.ToString());

        var elementIsInteresting = elementIsInterestingExpression.Compile();
        var interestingElements = elements.Where(elementIsInteresting);
        foreach (var e in interestingElements)
        {
            Console.WriteLine(e.Description);
        }

        var countExpensiveComputations = 0;
        Action incCount = () => countExpensiveComputations++;
        elements
            .Where(
                CreateSearchPredicate(
                    "car",
                    (Element e) => ExpensivelyComputed(
                        e, incCount
                    )
                ).Compile()
            )
            .Count();

        Console.WriteLine("Property extractor is called {0} times.",
countExpensiveComputations);
    }

    private class Element
    {
        public string Description { get; set; }
    }

    private static string ExpensivelyComputed(Element source, Action count)
    {
        count();
        return source.Description;
    }

    private static Expression<Func<T, bool>> CreateSearchPredicate<T>(
            string searchTerm,
            Expression<Func<T, string>> whereToSearch)
    {
        var extracted = Expression.Parameter(typeof(string), "extracted");

        Expression<Func<string, bool>> coalesceNullCheckWithSearch =
            Expression.Lambda<Func<string, bool>>(
                Expression.AndAlso(
                    Expression.Not(
                        Expression.Call(typeof(string), "IsNullOrEmpty", null, extracted)
                    ),
                    Expression.Call(extracted, "Contains", null,
```

```
Expression.Constant(searchTerm))
                ),
                extracted);

        var elementParameter = Expression.Parameter(typeof(T), "element");

        return Expression.Lambda<Func<T, bool>>(
            Expression.Invoke(
                coalesceNullCheckWithSearch,
                Expression.Invoke(whereToSearch, elementParameter)
            ),
            elementParameter
        );
    }
}
```

```
element => Invoke(extracted => (Not(IsNullOrEmpty(extracted)) AndAlso
extracted.Contains("car")), Invoke(e => e.Description, element))
car
cargo
Madagascar
Predicate is called 5 times.
```

Invoke

```
Invoke(e => e.Description, element)
```

`e.Description extracted stringextracted`

```
(Not(IsNullOrEmpty(extracted)) AndAlso extracted.Contains("car"))
```

`AndAlso` ◦ 'false'◦ 'And'NullReferenceException◦

https://riptutorial.com/zh-CN/dot-net/topic/2657/

55:

Examples

.NET 1.xConfigurationSettingsAppSettings

ConfigurationSettings.NET 1.01.1。 ConfigurationManagerWebConfigurationManager。

`appSettings`。

app.config

```
<?xml version="1.0" encoding="utf-8"?>
<configuration>
  <appSettings>
    <add key="keyName" value="anything, as a string"/>
    <add key="keyNames" value="123"/>
    <add key="keyNames" value="234"/>
  </appSettings>
</configuration>
```

Program.cs

```
using System;
using System.Configuration;
using System.Diagnostics;

namespace ConsoleApplication1
{
    class Program
    {
        static void Main()
        {
            string keyValue = ConfigurationSettings.AppSettings["keyName"];
            Debug.Assert("anything, as a string".Equals(keyValue));

            string twoKeys = ConfigurationSettings.AppSettings["keyNames"];
            Debug.Assert("234".Equals(twoKeys));

            Console.ReadKey();
        }
    }
}
```

.NET 2.0ConfigurationManagerAppSettings

ConfigurationManager`AppSettings`.NET 1.x`appSettings`。

app.config

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<configuration>
  <appSettings>
    <add key="keyName" value="anything, as a string"/>
    <add key="keyNames" value="123"/>
    <add key="keyNames" value="234"/>
  </appSettings>
</configuration>
```

Program.cs

```
using System;
using System.Configuration;
using System.Diagnostics;

namespace ConsoleApplication1
{
    class Program
    {
        static void Main()
        {
            string keyValue = ConfigurationManager.AppSettings["keyName"];
            Debug.Assert("anything, as a string".Equals(keyValue));

            var twoKeys = ConfigurationManager.AppSettings["keyNames"];
            Debug.Assert("234".Equals(twoKeys));

            Console.ReadKey();
        }
    }
}
```

Visual Studio

Visual Studio◦ appSettings◦

1. ◦ ◦
2. ◦ web.configWebapp.config*assembly* .exe.config*assembly*◦ WebApplication Data user.config◦
3. ◦

“”◦ “”◦

1. app.configweb.config ◦
2. “”◦
3. Propertiessettings.settings◦ “”◦
4. “ Properties◦ Settings.Designer.__ ◦ ◦ ◦ vbSettings ◦ ◦ Singleton PatternDefault◦

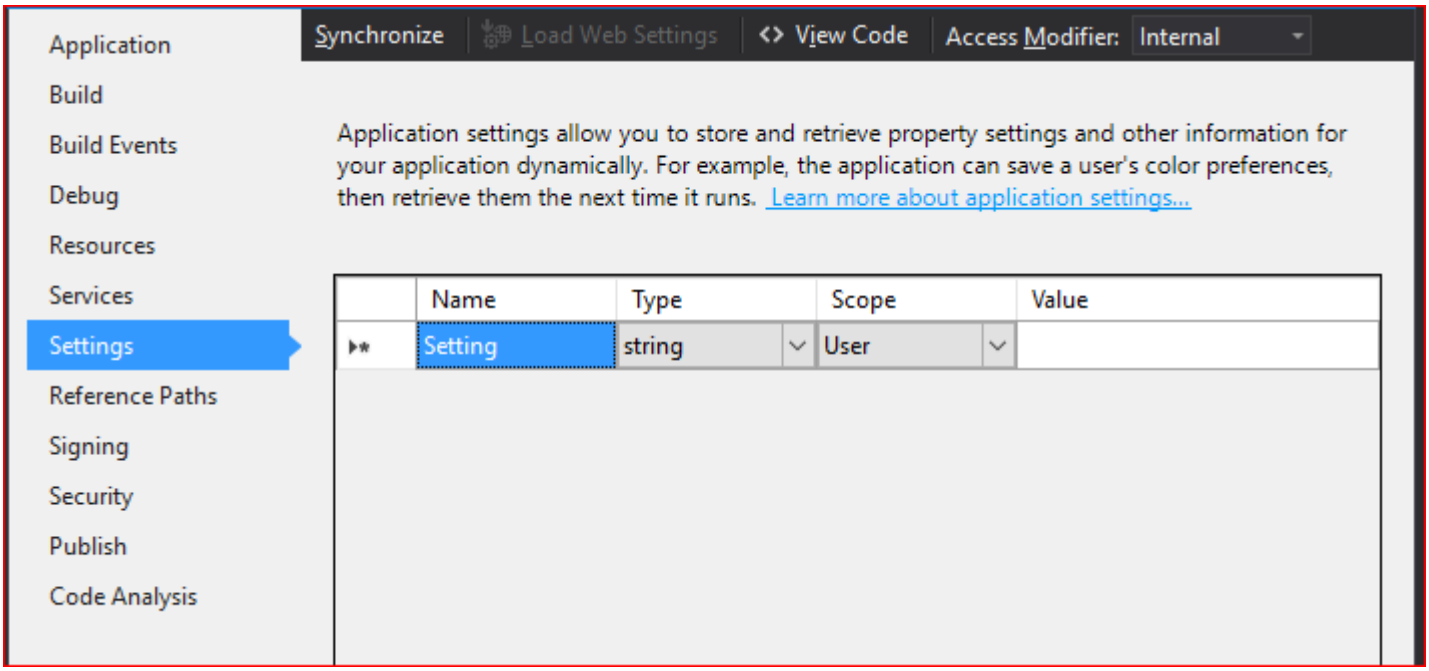
“”Visual Studio

1.

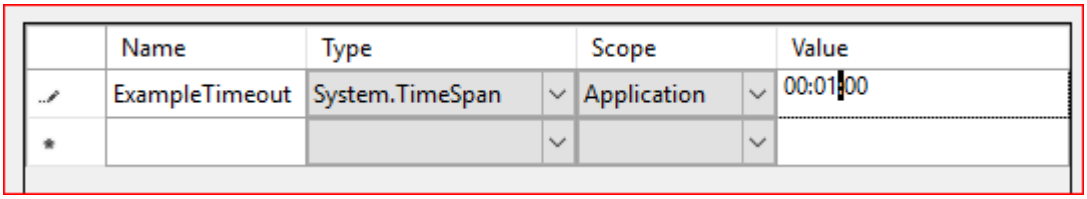
Settings。

2. Settings“”。

Settings



System.TimespanExampleTimeout1



。

C

Program.cs

```
using System;
using System.Diagnostics;
using ConsoleApplication1.Properties;

namespace ConsoleApplication1
{
    class Program
    {
        static void Main()
        {
            TimeSpan exampleTimeout = Settings.Default.ExampleTimeout;
            Debug.Assert(TimeSpan.FromMinutes(1).Equals(exampleTimeout));

            Console.ReadKey();
        }
    }
```

```
}
```

app.config Visual Studio

```
<?xml version="1.0" encoding="utf-8"?>
<configuration>
  <configSections>
    <sectionGroup name="applicationSettings"
type="System.Configuration.ApplicationSettingsGroup, System, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089" >
      <section name="ConsoleApplication1.Properties.Settings"
type="System.Configuration.ClientSettingsSection, System, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089" requirePermission="false" />
    </sectionGroup>
  </configSections>
  <appSettings />
  <applicationSettings>
    <ConsoleApplication1.Properties.Settings>
      <setting name="ExampleTimeout" serializeAs="String">
        <value>00:01:00</value>
      </setting>
    </ConsoleApplication1.Properties.Settings>
  </applicationSettings>
</configuration>
```

appSettings◦ applicationSettingssetting◦ ;Settings◦

SettingsConfigurationManager◦

Settings.designer.cs C

```
...
    [global::System.Configuration.ApplicationScopedSettingAttribute()]
    [global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
    [global::System.Configuration.DefaultSettingValueAttribute("00:01:00")]
    public global::System.TimeSpan ExampleTimeout {
        get {
            return ((global::System.TimeSpan)(this["ExampleTimeout"]));
        }
    }
...
```

DefaultSettingValueAttributeProject Properties DesignerSettings◦ ◦

https://riptutorial.com/zh-CN/dot-net/topic/54/

56: Zip

ZipFileSystem.IO.Compression。Zip。

- MemoryStreamFileStream。
-

ArgumentException	
ArgumentNullException	
ArgumentOutOfRangeException	*mode*
InvalidDataException	

InvalidDataException 3

- zip
-
- *mode*Update

MSDN

Examples

ZIP

zip。zip。

```
using (FileStream fs = new FileStream("archive.zip", FileMode.Open))
using (ZipArchive archive = new ZipArchive(fs, ZipArchiveMode.Read))
{
    for (int i = 0; i < archive.Entries.Count; i++)
    {
        Console.WriteLine($"{i}: {archive.Entries[i]}");
    }
}
```

ZIP

```
using (FileStream fs = new FileStream("archive.zip", FileMode.Open))
using (ZipArchive archive = new ZipArchive(fs, ZipArchiveMode.Read))
{
    archive.ExtractToDirectory(AppDomain.CurrentDomain.BaseDirectory);
}
```

System.IO.IOException 。

```
using (FileStream fs = new FileStream("archive.zip", FileMode.Open))
using (ZipArchive archive = new ZipArchive(fs, ZipArchiveMode.Read))
{
    // Get a root entry file
    archive.GetEntry("test.txt").ExtractToFile("test_extracted_getentries.txt", true);

    // Enter a path if you want to extract files from a subdirectory
    archive.GetEntry("sub/subtest.txt").ExtractToFile("test_sub.txt", true);

    // You can also use the Entries property to find files
    archive.Entries.FirstOrDefault(f => f.Name ==
"test.txt")?.ExtractToFile("test_extracted_linq.txt", true);

    // This will throw a System.ArgumentNullException because the file cannot be found
    archive.GetEntry("nonexistingfile.txt").ExtractToFile("fail.txt", true);
}
```

。

ZIP

ZIPZipArchiveMode.Update。

```
using (FileStream fs = new FileStream("archive.zip", FileMode.Open))
using (ZipArchive archive = new ZipArchive(fs, ZipArchiveMode.Update))
{
    // Add file to root
    archive.CreateEntryFromFile("test.txt", "test.txt");

    // Add file to subfolder
    archive.CreateEntryFromFile("test.txt", "symbols/test.txt");
}
```

```
var entry = archive.CreateEntry("createentry.txt");
using(var writer = new StreamWriter(entry.Open()))
{
    writer.WriteLine("Test line");
}
```

Zip https://riptutorial.com/zh-CN/dot-net/topic/9943/zip

57:

	◦ 8340000110012

◦ ◦

◦ 0112◦

Examples

```
    public static int GetProcessAffinityMask(string processName = null)
    {
        Process myProcess = GetProcessByName(ref processName);

        int processorAffinity = (int)myProcess.ProcessorAffinity;
        Console.WriteLine("Process {0} Affinity Mask is : {1}", processName,
FormatAffinity(processorAffinity));

        return processorAffinity;
    }

    public static Process GetProcessByName(ref string processName)
    {
        Process myProcess;
        if (string.IsNullOrEmpty(processName))
        {
            myProcess = Process.GetCurrentProcess();
            processName = myProcess.ProcessName;
        }
        else
        {
            Process[] processList = Process.GetProcessesByName(processName);
            myProcess = processList[0];
        }
        return myProcess;
    }

    private static string FormatAffinity(int affinity)
    {
        return Convert.ToString(affinity, 2).PadLeft(Environment.ProcessorCount, '0');
    }
}
```

```
private static void Main(string[] args)
{
    GetProcessAffinityMask();

    Console.ReadKey();
}
// Output:
// Process Test.vshost Affinity Mask is : 11111111
```

```
    public static void SetProcessAffinityMask(int affinity, string processName = null)
    {
        Process myProcess = GetProcessByName(ref processName);

        Console.WriteLine("Process {0} Old Affinity Mask is : {1}", processName,
FormatAffinity((int)myProcess.ProcessorAffinity));

        myProcess.ProcessorAffinity = new IntPtr(affinity);
        Console.WriteLine("Process {0} New Affinity Mask is : {1}", processName,
FormatAffinity((int)myProcess.ProcessorAffinity));
    }
```

```
private static void Main(string[] args)
{
    int newAffinity = Convert.ToInt32("10101010", 2);
    SetProcessAffinityMask(newAffinity);

    Console.ReadKey();
}
// Output :
// Process Test.vshost Old Affinity Mask is : 11111111
// Process Test.vshost New Affinity Mask is : 10101010
```

https://riptutorial.com/zh-CN/dot-net/topic/4431/

58:

- Array
- List
- Queue
- SortedList
- Stack
-

Examples

```
public class Model
{
    public string Name { get; set; }
    public bool? Selected { get; set; }
}
```

Class NameSelected ◦ List<Model> ◦

```
var SelectedEmployees = new List<Model>
 {
      new Model() {Name = "Item1", Selected = true},
      new Model() {Name = "Item2", Selected = false},
      new Model() {Name = "Item3", Selected = false},
      new Model() {Name = "Item4"}
 };
```

Modelnew◦

```
public class Model
{

    public Model(string name, bool? selected = false)
    {
        Name = name;
        selected = Selected;
    }
    public string Name { get; set; }
    public bool? Selected { get; set; }
}
```

◦

```
var SelectedEmployees = new List<Model>
{
    new Model("Mark", true),
    new Model("Alexis"),
    new Model("")
};
```

```
public class Model
{
```

```
    public string Name { get; set; }
    public bool? Selected { get; set; }
}

public class ExtendedModel : Model
{
    public ExtendedModel()
    {
        BaseModel = new Model();
    }

    public Model BaseModel { get; set; }
    public DateTime BirthDate { get; set; }
}
```

Model。

```
var SelectedWithBirthDate = new List<ExtendedModel>
{
    new ExtendedModel()
    {
        BaseModel = new Model { Name = "Mark", Selected = true},
        BirthDate = new DateTime(2015, 11, 23)
    },
                    new ExtendedModel()
    {
        BaseModel = new Model { Name = "Random"},
        BirthDate = new DateTime(2015, 11, 23)
    }
};
```

List<ExtendedModel>Collection<ExtendedModel> ExtendedModel[] object[][]。

.NetFIFOQueue。 Enqueue(T item) Dequeue() 。 。

```
using System.Collections.Generic;
```

```
Queue<string> queue = new Queue<string>();
queue.Enqueue("John");
queue.Enqueue("Paul");
queue.Enqueue("George");
queue.Enqueue("Ringo");

string dequeueValue;
dequeueValue = queue.Dequeue(); // return John
dequeueValue = queue.Dequeue(); // return Paul
dequeueValue = queue.Dequeue(); // return George
dequeueValue = queue.Dequeue(); // return Ringo
```

。

```
using System.Collections;
```

```
Queue queue = new Queue();
```

```
queue.Enqueue("Hello World"); // string
queue.Enqueue(5); // int
queue.Enqueue(1d); // double
queue.Enqueue(true); // bool
queue.Enqueue(new Product()); // Product object

object dequeueValue;
dequeueValue = queue.Dequeue(); // return Hello World (string)
dequeueValue = queue.Dequeue(); // return 5 (int)
dequeueValue = queue.Dequeue(); // return 1d (double)
dequeueValue = queue.Dequeue(); // return true (bool)
dequeueValue = queue.Dequeue(); // return Product (Product type)
```

Peek。

```
Queue<int> queue = new Queue<int>();
queue.Enqueue(10);
queue.Enqueue(20);
queue.Enqueue(30);
queue.Enqueue(40);
queue.Enqueue(50);

foreach (int element in queue)
{
    Console.WriteLine(i);
}
```

```
10
20
30
40
50
```

.NetStackLIFO。 Push(T item) Pop() 。 。

```
using System.Collections.Generic;
```

```
Stack<string> stack = new Stack<string>();
stack.Push("John");
stack.Push("Paul");
stack.Push("George");
stack.Push("Ringo");

string value;
value = stack.Pop(); // return Ringo
value = stack.Pop(); // return George
value = stack.Pop(); // return Paul
value = stack.Pop(); // return John
```

。

```
using System.Collections;
```

```
Stack stack = new Stack();
```

```
stack.Push("Hello World"); // string
stack.Push(5); // int
stack.Push(1d); // double
stack.Push(true); // bool
stack.Push(new Product()); // Product object

object value;
value = stack.Pop(); // return Product (Product type)
value = stack.Pop(); // return true (bool)
value = stack.Pop(); // return 1d (double)
value = stack.Pop(); // return 5 (int)
value = stack.Pop(); // return Hello World (string)
```

Peek Stack。

```
Stack<int> stack = new Stack<int>();
stack.Push(10);
stack.Push(20);

var lastValueAdded = stack.Peek(); // 20
```

LIFO。

```
Stack<int> stack = new Stack<int>();
stack.Push(10);
stack.Push(20);
stack.Push(30);
stack.Push(40);
stack.Push(50);

foreach (int element in stack)
{
   Console.WriteLine(element);
}
```

```
50
40
30
20
10
```

◦ numbers

```
List<int> numbers = new List<int>(){10, 9, 8, 7, 7, 6, 5, 10, 4, 3, 2, 1};
```

CAdd。 Add◦

Stack<T>Queue<T>◦

Dictionary<TKey, TValue>//◦

```
Dictionary<int, string> employee = new Dictionary<int, string>()
     {{44, "John"}, {45, "Bob"}, {47, "James"}, {48, "Franklin"}};
```

。

https://riptutorial.com/zh-CN/dot-net/topic/30/

59:

Examples

.Net

JITGC。

CLR
IL
EE
JIT
GC
OOM
STA
MTA

https://riptutorial.com/zh-CN/dot-net/topic/10939/

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