

 免費電子書

學習

.NET Framework

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#.net

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1: .NET Framework

.NET Framework Microsoft .NET Microsoft MSIL MSIL CLR

.NET Framework "Hello World" "Hello World" "Hello World" . . .

.NET

o

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")` `ToString` [.NET Framework](#)

[.NET Fiddle](#)

C

Visual Basic .NET Hello 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-TW/dot-net/topic/14/-net-framework>

2: .NET

.NET Core GitHub Microsoft.NET Windows macOS Linux/.

.NET Core.

。

.NET Core - - .NET Core

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

.NET Core.NET.NET.

.NET API.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-TW/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();
}
```

1`SqlDbType`MSFT SQL Server.

2`MySqlDbType` 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"].ConnectionI

    {
        // 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-TW/dot-net/topic/3589/ado-net) <https://riptutorial.com/zh-TW/dot-net/topic/3589/ado-net>

4: ASP.NET MVC

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. MVC [http:// localhost\[yourportnumber\] / default](http://localhost[yourportnumber]/default) ◦

URL

[http:// localhost\[yourportnumber\] / en / default](http://localhost[yourportnumber]/en/default) ◦

8. /fr/ URL/en/ ◦ ◦

9. /default ◦ URL◦

10. web.configlocale◦

```
<!-- 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-TW/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-TW/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.CurrentCultureen-US

```
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
```

Date Time <https://riptutorial.com/zh-TW/dot-net/topic/58/datetime>

7: HTTP

HTTP / 1.1 RFC

- [7230](#)
- [7231](#)
- [7232](#)
- [7233](#)
- [7234](#)
- [7235Authenticaiton](#)
- [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

```
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-TW/dot-net/topic/32/http>

8: HTTP

Examples

HTTPHttpListener

-
-

ASCIIContent-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.json

```
{
  "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 listCLR`◦

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

ASCIIContent-Disposition◦

HTTP <https://riptutorial.com/zh-TW/dot-net/topic/53/http>

9: JIT

JIT。 JIT.NET。 CLRIL。 Visual 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 00 )
.custom instance void
[mscorlib]System.Reflection.AssemblyConfigurationAttribute::.ctor(string) = ( 01 00 00 00 00 00 )

.custom instance void [mscorlib]System.Reflection.AssemblyCompanyAttribute::.ctor(string) =
( 01 00 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 00 )
.custom instance void
[mscorlib]System.Runtime.InteropServices.ComVisibleAttribute::.ctor(bool) = ( 01 00 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-TW/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"]
```

[JavaScriptSerializerJavaScriptSerializer.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 。

CPascalCase。 *JSONcamelCase*。 。

```

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);

```

Newtonsoft.Json.NETjsonExpandoObject / Dynamic。

```
dynamic jsonObject = new ExpandoObject();
jsonObject.Title = "Merchant 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.NET JsonSerializerSettings

.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-TW/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 TEElement>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSource TEElement> elementSelector
- public static IEnumerable <IGrouping <TKeyTElement >> GroupBy <TSourceTKey TEElement>IEnumerable <TSource>Func <TSourceTKey> keySelectorFunc <TSource TEElement> 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](#) ◦

[LINQ](#)`IEnumerable<T>``System.CoreSystem.Linq.Enumerable`◦ [.NET Framework 3.5](#)◦

[LINQ](#)`IEnumerable`◦

[LINQ](#)`IEnumerable<T>` `List<T>` [LINQSQL](#)◦ [LINQ to SQL](#) ◦

`ContainsExcept` `T` `IEquatable<T>.Equals` ◦ `EqualsGetHashCode` `Object`◦ `IEqualityComparer<T>` ◦

`...OrDefault` `default (T)`◦

`IEnumerable<T>`;◦ `IEnumerable<T>` `.Where()` ◦ ◦

`.ToArray()` `.ToList()`◦ `.ToDictionary()` `.ToLookup()`◦ ◦

`ToArray()` `ToList()`

`.ToArray()` `.ToList()` `IEnumerable<T>`◦

- `API``T[]``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 isEmpty = numbers.Any();
Console.WriteLine(isEmpty); //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

```

Allfalse° 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
```

Nº N + 1Skip

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

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

//3,4,5
```

nº

```
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

```

o

```

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

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

```

o

.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 ◦ **keySelector** injective 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 TVal◦

```

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 IEnumerable

```
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-TW/dot-net/topic/34/linq>

12: NuGet

[NuGet.org](#)

NuGetMicrosoft.NET。 NuGet。 NuGet Gallery。

[NuGet.org](#)。

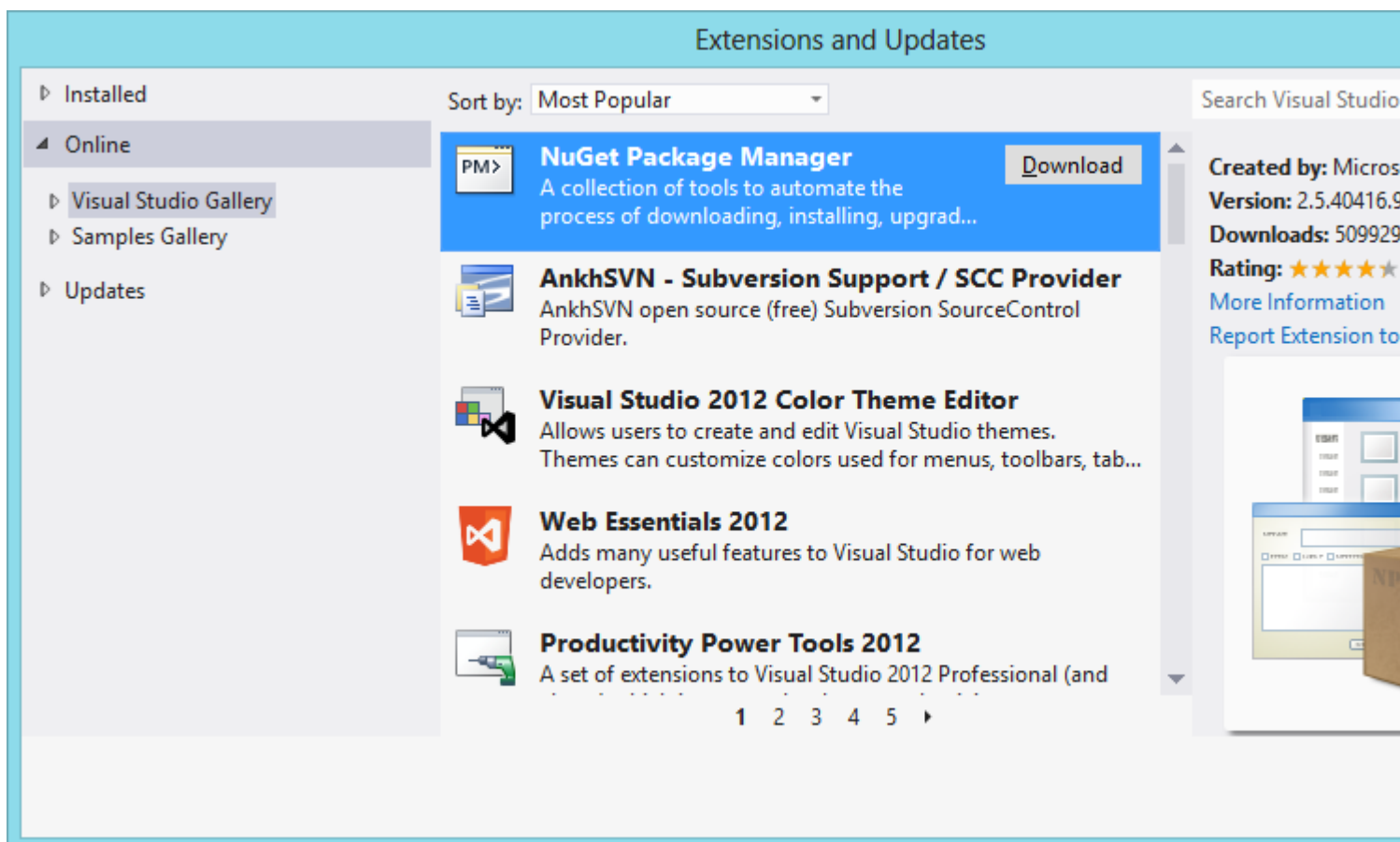
Examples

NuGet

NuGet。 Visual Studio [NuGet](#)。

Visual Studio 2012NuGet - > NuGet - >。

Visual Studio“”“”

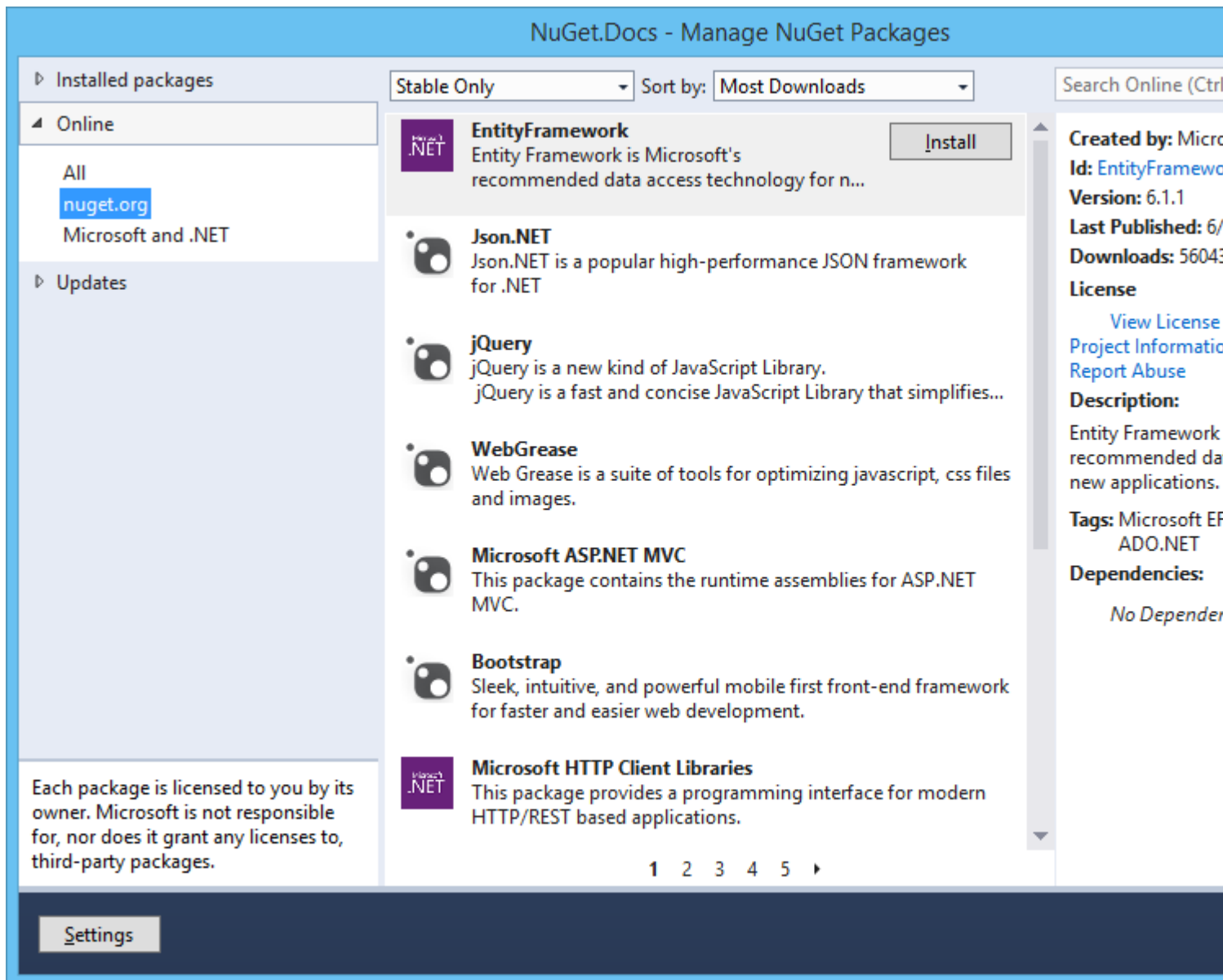


GUI

- 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
```

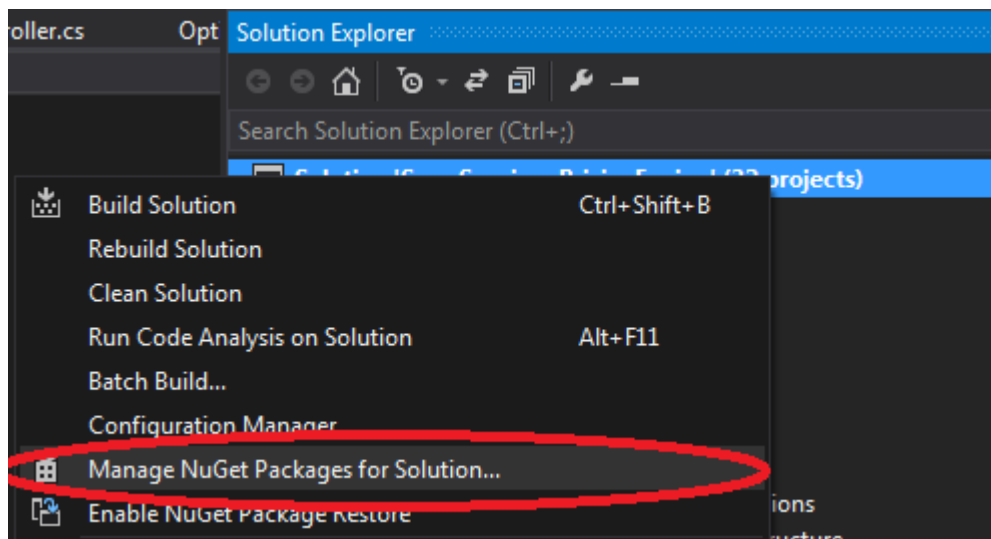
MyGetKlondike

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

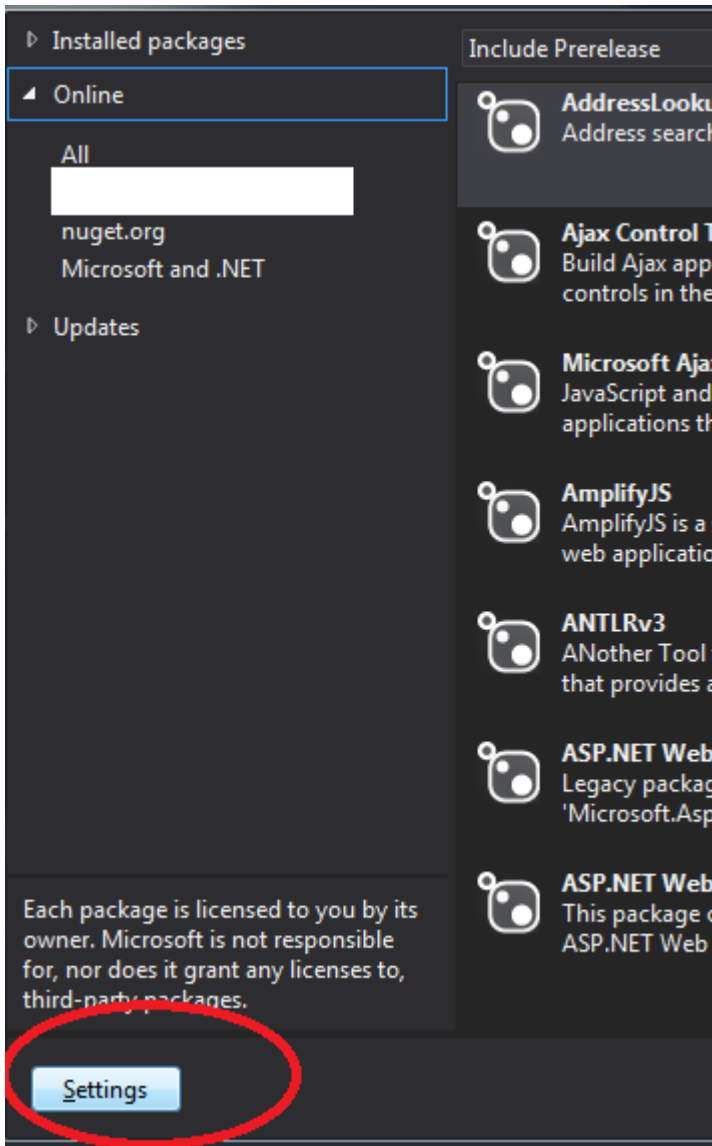
UINuget

nuget.

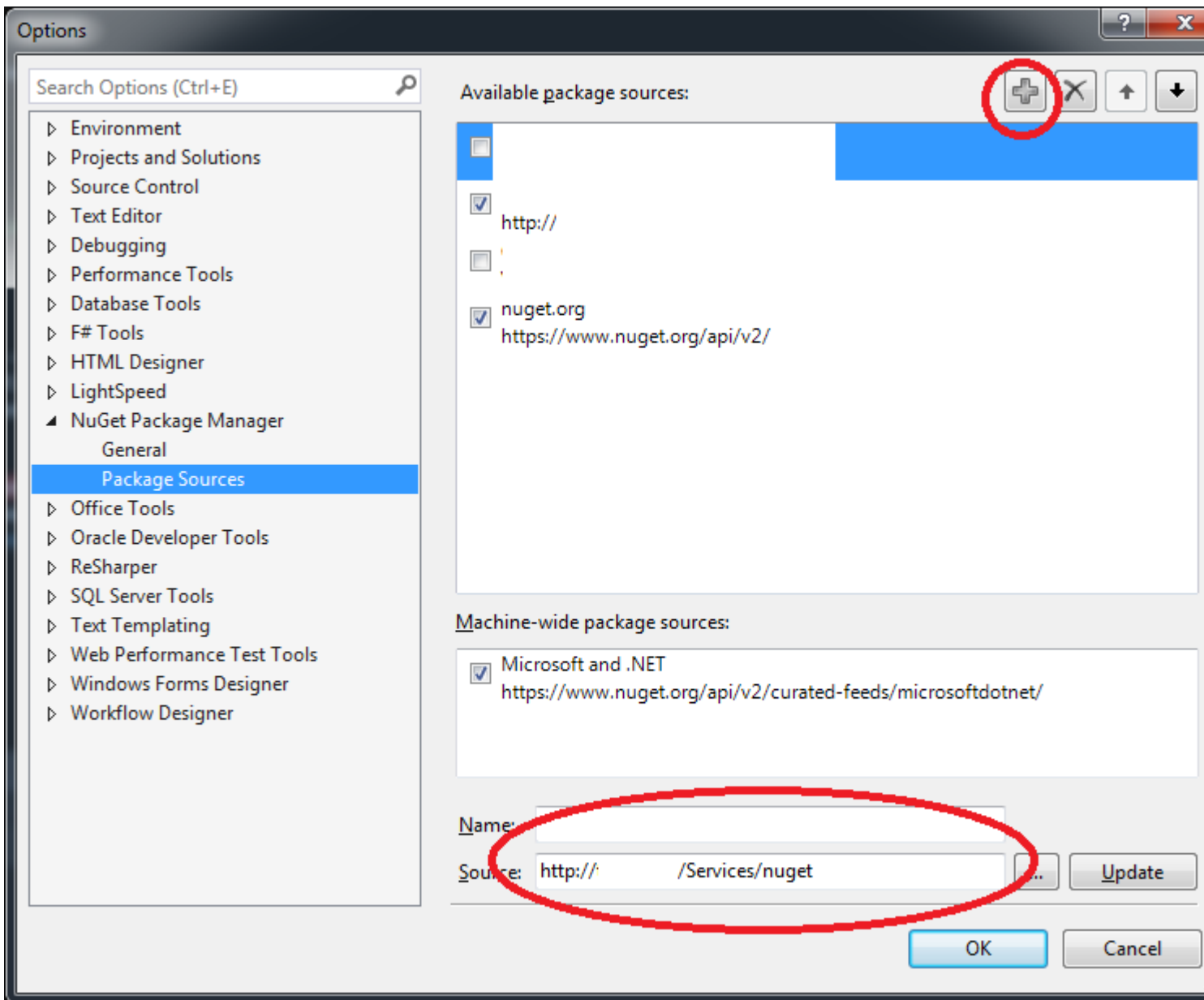
1. ☐☐ Manage NuGet Packages for Solution



2. " Settings



3. + nugetURL.



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

NuGet <https://riptutorial.com/zh-TW/dot-net/topic/43/nuget>

13: ReadOnlyCollections

ReadOnlyCollection ""。

ReadOnlyCollection。 ReadOnlyCollection。

ReadOnlyCollection。

ReadOnlyCollection。

- ObservableCollection<T>
- ReadOnlyObservableCollection<T>

ReadOnlyCollectionsImmutableCollection

ReadOnlyCollectionImmutableCollectionImmutableCollection。 ReadOnlyCollection//。

Examples

ReadOnlyCollection

ICollectionReadOnlyCollection

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

LINQ

LINQICollectionAsReadOnly()

```
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-TW/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-TW/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-TW/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\n\n 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-TW/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

```

WindowsFileShare.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.EnumerateFileSystem.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` ◦

<code>IOException</code>	◦
<code>ArgumentNullException</code>	Source/Destinationnull. ◦
<code>ArgumentException</code>	Source/Destination. ◦

UnauthorizedAccessException	◦
PathTooLongException	◦ Windows248260◦
DirectoryNotFoundException	◦
NotSupportedException	◦

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

18: System.Net.Mail

DisposeSystem.Net.Mail.MessageStreamStreams。 usingDisposableDisposed

Examples

MAILMESSAGE

◦ SmtplibClient ◦ 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);
                    }
                }
            }
        }
    }
}
```



```

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

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

```

MailMessageSmtplibClient ◦ ◦

```

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-TW/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-TW/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 ex)
    {
        return default(TValue);
    }
}
```

```
}  
}
```

[System.Runtime.Caching.MemoryCacheObjectCache](https://riptutorial.com/zh-TW/dot-net/topic/76/system-runtime-caching-memorycache-objectcache) <https://riptutorial.com/zh-TW/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◦ BoundedCapacity◦ 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 processing
```

```
var httpClient = new HttpClient();

// Create a block that 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 receive 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-TW/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 Solutions / 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 Solutions / 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-TW/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-TW/dot-net/topic/31/xmlserializer) <https://riptutorial.com/zh-TW/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-TW/dot-net/topic/5366/>

25:

/o o o

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)
```

o o o

...

```
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
```

o o 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;
    }
}

```

.....

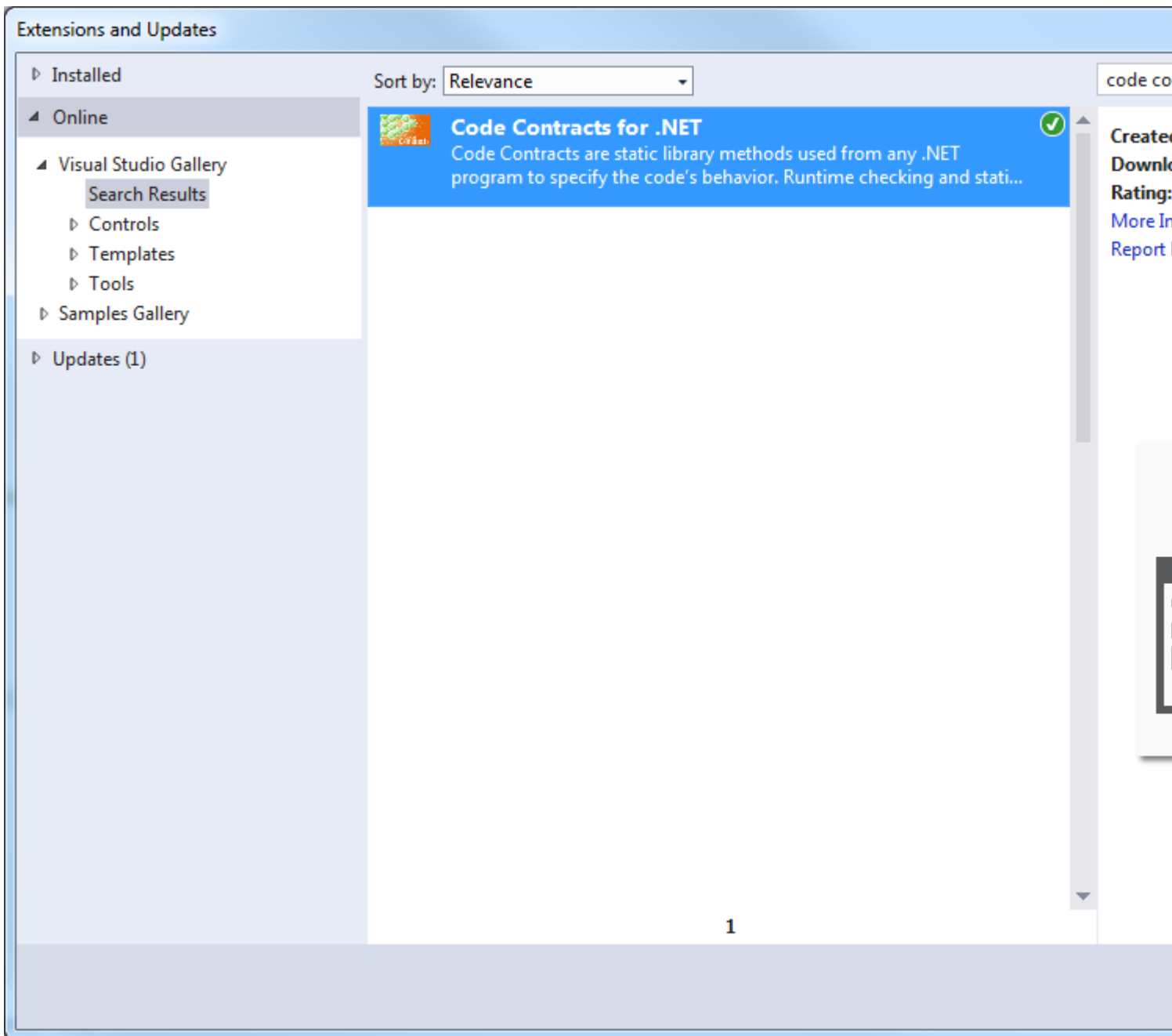
```

var m = new MyInterfaceImplmentation();
var ret = m.DoWork(null);
CodeContracts: requires is false: !string.IsNullOrEmpty(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 ◦

Application Configuration: **Active (Debug)** Platform: **Active (Any CPU)**

Assembly Mode: **Custom Parameter Validation** [Help](#) [Documentation 1.9.10714.2](#)

Runtime Checking

Perform Runtime Contract Checking **Full**
 Only Public Surface Contracts
 Custom Rewriter Methods Assert on Contract Failure
 Assembly Class Call-site Requires Checking
 Skip Quantifiers

Static Checking [Understanding the static checker](#)

Perform Static Contract Checking

Check in background Show squiggles Fail build on warnings
 Check non-null Check arithmetic Check array bounds
 Check enum writes Check missing public requires Check missing public ensures
 Check redundant assume Check redundant conditionals
 Show entry assumptions Show external assumptions
 Suggest requires Suggest readonly fields Suggest object invariants
 Suggest asserts to contracts Suggest necessary ensures
 Infer requires Infer invariants for readonly
 Infer ensures Infer ensures for autoproperties
 Cache results SQL Server
 Skip the analysis if cannot connect to cache
 Warning Level: Be optimistic on external API

Baseline

Contract Reference Assembly

Build Emit contracts into XML doc file

Advanced

Extra Contract Library Paths
 Extra Runtime Checker Options
 Extra Static Checker Options

<https://riptutorial.com/zh-TW/dot-net/topic/1937/>

26: TPL

◦

*

- 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**◦

BlockingCollectioncollection.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

```

ThrowIfCancellationRequested
ThrowIfCancellationRequested
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^o

```
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();

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

```

AsyncLocal.Valuecopy on readcopy on read ◦ AsyncLocal ◦

VB.NET Parallel.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-TW/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-TW/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-TW/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”21Person◦

[Newtonsoft.Json.NETJSON](https://riptutorial.com/zh-TW/dot-net/topic/8746/newtonsoft-json-net-json) <https://riptutorial.com/zh-TW/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-TW/dot-net/topic/5628/-t-iprogess--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();
    }
}
}

```

o o

```

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/

when C6.0°

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 ex throw ex° ex throw "°

- 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-TW/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 ◦
- readonly ◦ ◦ ◦ ◦
- ◦ ◦ ◦

Greeter IGreetingProviderIGreetingWriter ◦

IGreetingProvider **API** ◦ 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

- ILogger 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 ◦ LogWriterILogger ◦

IDisposablecontainer.Release(customerService); ◦ **Windsor**Dispose ◦ CustomerServiceIDisposable ◦

◦ ◦ ◦

◦ - ◦

<https://riptutorial.com/zh-TW/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-TW/dot-net/topic/59/>

34: /

.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

```

- Rijndael/AES.

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 decryptor 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 decryptor 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 ◦ **KeySize256** ◦ LegalKeySizes ◦
- IV **SALT SALT**
- SupportedBlockSizesBlockSize

Main

/C

```
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.

- PasswordDeriveBytesPBKDF1. 100. SALT.
- CryptDeriveKey“SHA1”PasswordDeriveBytes“TripleDES”. 192IVDES
- . . .
- CryptDeriveKeyAES.
 - AESAESAESCryptDeriveKeyTripleDES-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-TW/dot-net/topic/7615/-](https://riptutorial.com/zh-TW/dot-net/topic/7615/)

35:

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-TW/dot-net/topic/44/>

36:

-
- WPFWinformsUISynchronizationContext◦ 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-TW/dot-net/topic/5407/>

37:

Examples

MSTest

-
- `FooTests`
- `- FooTests`
-

`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-TW/dot-net/topic/5365/>

38: 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-TW/dot-net/topic/9457/c-sha1>

39: CSHA1

SHA1。 SHA1。

github <https://github.com/mahdiabasi/SHA1Tool>

Examples

#GenerateSHA1

System.Security.Cryptography

```
public string GetShalHash(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-TW/dot-net/topic/9458/c-sha1>

40:

.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 4.5 WeakReference

```

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
}

```

Dispose vs. finalizers

Dispose Disposable. “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. IDisposable Dispose - ◦

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-TW/dot-net/topic/9636/>

41:

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-TW/dot-net/topic/9358/>

42:

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-Insensitiv◦

```
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);
```

method.

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 Count**0**◦

containsKeyTKEY

Dictionary**ContainsKey**(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<T> ConcurrentDictionary

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-TW/dot-net/topic/45/>

43:

.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.CharUnicode 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() });
```

LengthSystem.CharUnicode

```
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, StringComparison.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

.NETObject 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-TW/dot-net/topic/2227/>

44: 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-TW/dot-net/topic/10779/stderr>

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: " +
                $"{r\n}form-data; name=\"{data.Key}\"{r\n\r\n}{data.Value}");

        await writer.WriteAsync( // file header
            $"{r\n--{boundary}\r\nContent-Disposition: " +
            $"{r\n}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-TW/dot-net/topic/10845/postweb>

46:

- [DllImport("Example.dll")] static extern void SetTextstring inString;
- [DllImport("Example.dll")] static extern void GetTextStringBuilder outString;
- [MarshalAs(UnmanagedType.ByValTStr, SizeConst = 32)];
- [MarshalAs(UnmanagedType.ByValArray, SizeConst = 128)] byte [] byteArray;
- [StructLayout(LayoutKind.Sequential)] public struct PERSON {...}
- [StructLayout(LayoutKind.Explicit)] public struct MarshaledUnion {[FieldOffset(0)] ...}

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 **string** 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);

```

o

C++

```

typedef struct
{
    int length;
    int *data;
} VECTOR;

void SetVector(VECTOR &vector);

```

data **IntPtr** Marshal.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);

```

IntPtr◦ [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;-

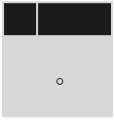
```
typedef union
{
    char text[128];
    int i;
} TextOrInt;
```

o

```
[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-TW/dot-net/topic/1643/>

47: /



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-TW/dot-net/topic/1376/-](https://riptutorial.com/zh-TW/dot-net/topic/1376/)

48: 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 = @"^C\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-TW/dot-net/topic/6944/-system-text-regularexpressions-) <https://riptutorial.com/zh-TW/dot-net/topic/6944/-system-text-regularexpressions->

49: ForEach

.NET ForEach ◦ 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());
```

Framework LINQ ◦ ForEach ◦ foreach ◦

ForEach <https://riptutorial.com/zh-TW/dot-net/topic/2225/foreach>

50:

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-TW/dot-net/topic/3098/>

51:

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

SNTPRFC 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-TW/dot-net/topic/35/>

52:

struct ◦ ◦ Microsoft struct 16 ◦

class C ◦

enum ◦ constant Intellisense ◦

Examples

System.ValueType ◦ ◦

```
Struct MyStruct
{
    public int x;
    public int y;
}
```

◦ AddNumbers ab int Value ◦

```
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 ° °

°

° **enum System.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 4.0 Enum.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
}
```

`EnumSystem.ValueType` `EnumSystem.Int32` `ValueTypeMSDN`

<https://riptutorial.com/zh-TW/dot-net/topic/57/>

53:

.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 lambda = Expression.Lambda<Func<string>>(fieldExpr);

```

◦

```

Func<string> retriever = lambda.Compile();
var fieldValue = retriever();

```

// fieldValueStaticPublicFieldValue

InvocationExpression

[InvocationExpression](#) Expression lambda◦

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-TW/dot-net/topic/2657/>

54:

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-TW/dot-net/topic/62/>

55:

Examples

.NET 1.x ConfigurationSettings.AppSettings

[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 2.0 ConfigurationManager.AppSettings

[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.config ◦ Webapp.config ◦ assembly.exe.config ◦ assembly ◦ WebApplication Data
user.config ◦

3. ◦

“” ◦ “” ◦

1. app.config ◦ web.config ◦

2. “” ◦

3. Properties ◦ Settings.settings ◦ “” ◦

4. “ Properties ◦ Settings.Designer.___ ◦ ◦ ◦ vbSettings ◦ ◦ Singleton Pattern ◦ Default ◦

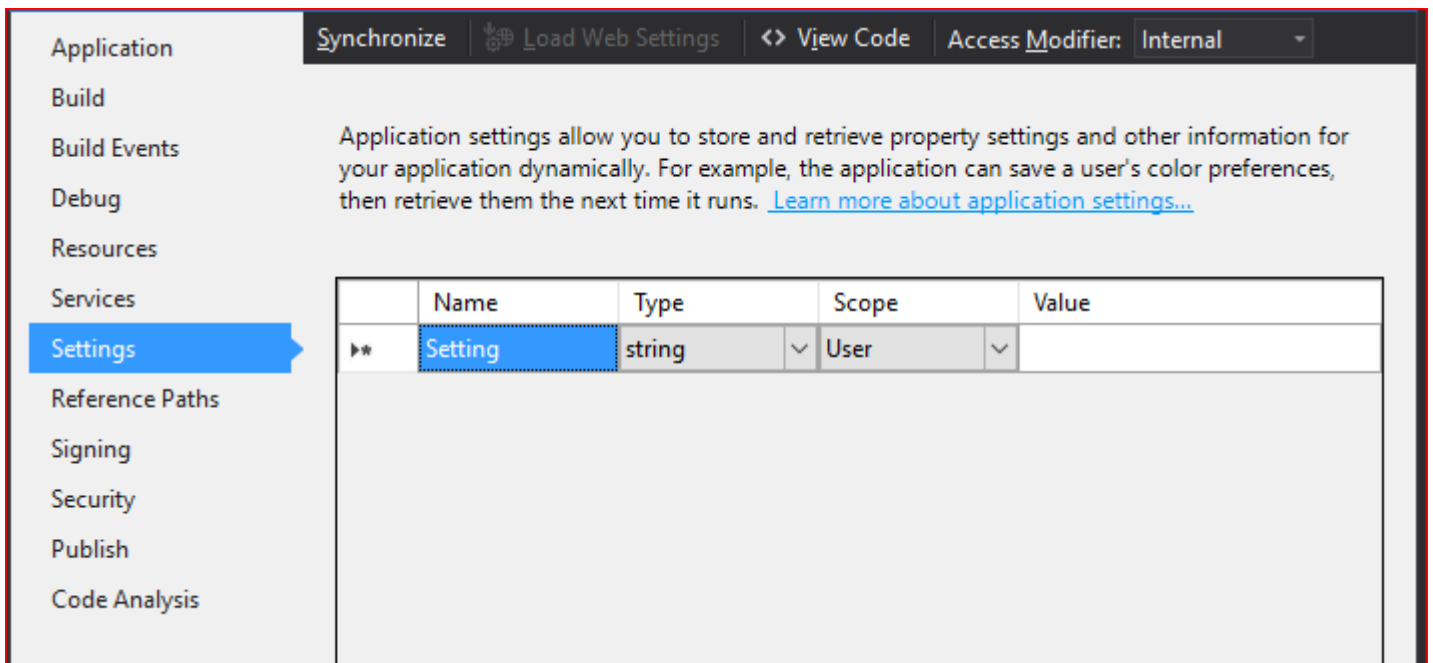
“” Visual Studio

1.

Settings

2. Settings

Settings



The screenshot shows the Visual Studio Settings application. At the top, there are buttons for 'Synchronize', 'Load Web Settings', and 'View Code', along with an 'Access Modifier' dropdown set to 'Internal'. The left sidebar lists various settings categories, with 'Settings' highlighted in blue. The main pane displays a description of application settings and a table of settings.

Application settings allow you to store and retrieve property settings and other information for your application dynamically. For example, the application can save a user's color preferences, then retrieve them the next time it runs. [Learn more about application settings...](#)

	Name	Type	Scope	Value
▶▶	Setting	string	User	

System.TimeSpanExampleTimeout1

	Name	Type	Scope	Value
...	ExampleTimeout	System.TimeSpan	Application	00:01:00
*				

o

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-TW/dot-net/topic/54/>

56: Zip

ZipFileSystem.IO.Compression ◦ Zip ◦

- MemoryStreamFileStream ◦
-

ArgumentException	
ArgumentNullException	
ArgumentOutOfRangeException	<i>mode</i>
InvalidDataException	

InvalidDataException 3

- zip
-
- *modeUpdate*

[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-TW/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-TW/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)

```

PeekStack◦

```

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-TW/dot-net/topic/30/>

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Examples

.Net

JITGC。

CLR

IL

EE

JIT

GC

OOM

STA

MTA

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