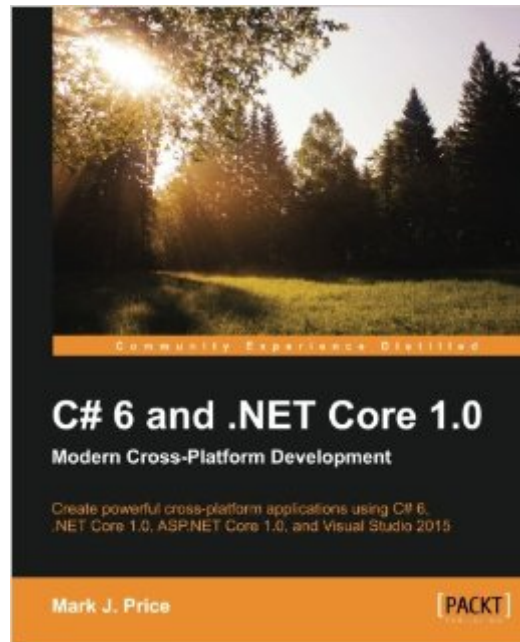


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# C# 6 And .NET Core 1.0: Modern Cross-Platform Development



## Synopsis

Create powerful cross-platform applications using C# 6, .NET Core 1.0, ASP.NET Core 1.0, and Visual Studio 2015

About This Book Build modern, cross-platform applications with .NET Core 1.0 Get up-to-speed with C#, and up-to-date with all the latest features of C# 6 Start creating professional web applications with ASP.NET Core 1.0 Who This Book Is For Are you struggling to get started with C#? Or maybe you're interested in the potential of the new cross-platform features that .NET Core can offer? If so, C# 6 and .NET Core 1.0 is the book for you. While you don't need to know any of the latest features of C# or .NET to get started, it would be beneficial if you have some programming experience.

What You Will Learn Build cross-platform applications using C# 6 and .NET Core 1.0 Explore ASP.NET Core 1.0 and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core 1.0 and learn how to build Code-First databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail With the release of .NET Core 1.0, you can now create applications for Mac OS X and Linux, as well as Windows, using the development tools you know and love. C# 6 and .NET Core 1.0 has been divided into three high-impact sections to help start putting these new features to work. First, we'll run you through the basics of C#, as well as object-orient programming, before taking a quick tour through the latest features of C# 6 such as string interpolation for easier variable value output, exception filtering, and how to perform static class imports. We'll also cover both the full-feature, mature .NET Framework and the new, cross-platform .NET Core. After quickly taking you through C# and how .NET works, we'll dive into the internals of the .NET class libraries, covering topics such as performance, monitoring, debugging, internationalization, serialization, and encryption. We'll look at Entity Framework Core 1.0 and how to develop Code-First entity data models, as well as how to use LINQ to query and manipulate that data. The final section will demonstrate the major types of applications that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, and web services. Lastly, we'll help you build a complete application that can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core.

Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform

applications using C# and .NET Core.

## Book Information

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## Customer Reviews

An outstanding book for learning C#, without trying to be a complete guide to every small detail as so many other programming books out there, as Mark writes in the intro: "There are many C# books, some, more than a thousand pages long, that aim to be comprehensive references to the C# programming language and the .NET Framework. This book is different. [...] I will point out the cool corners and gotchas of C# so you can impress colleagues and employers and quickly get productive. Rather than slowing down and boring some of you by explaining every little thing, I assume that if a term I use is new to you, then you know how to Google it..." This approach, and mindset, makes the book a much better read, without compromising the essential parts of C# that you need to learn. The book starts from the very beginning, and will allow people with very little programming experience to pick up this book and just follow it step by step to learn C# 6. While at the same time enabling experienced C# programmers to read over the basic parts fast only stopping to get the "What's new in C# 6 and .NET Core 1.0"-parts. And enabling a relatively fast read for catching up on the direction .NET is going. The structure, examples and small anecdotes in the book represents the fact that Mark is an excellent teacher as well as author. Having had Mark as instructor on a C# course, I can say this book represents a vast knowledge of C# and how to teach it.

Love it. Very focused on c sharp ver 6. Made new futures looks very very easy. This is just an intro book . If you really want to know how deep, dark and complicated c-sharp is, try any video by. Scott Allen for Pluralsight . Best teacher ever who don't compromise.

I can't give this book 5 stars due to some minor issues. For example, some of the Visual Studio screen shots are not accurate because as Microsoft updated .NET Core 1.0 RC2, they also pushed updates for Visual Studio. This is minor and for the most part the author did a good job of annotating where code was going to change by the time .NET Core reaches RTM next month. This book didn't attempt to go nearly as deep as the Wrox publication on C# 6 and .NET Core 1.0 but that's a good thing because .NET Core has been changing too fast. As a result, the Wrox book has far more errors in it. This book also has some cool extras like a section on the .NET Portability Analyzer (Visual Studio extension) and managing source code on GitHub. Grab this book now and hold off on buying the in-depth 1500 page reference until well after .NET Core has been officially released.

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