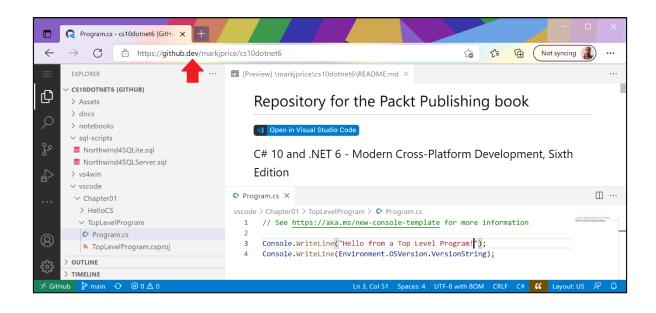
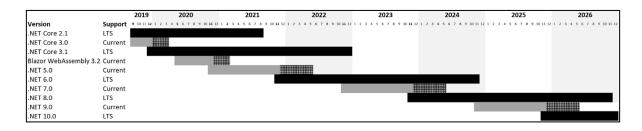
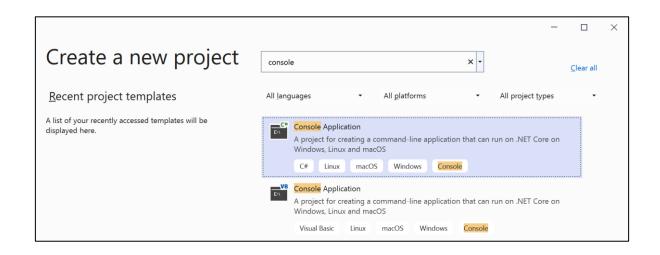
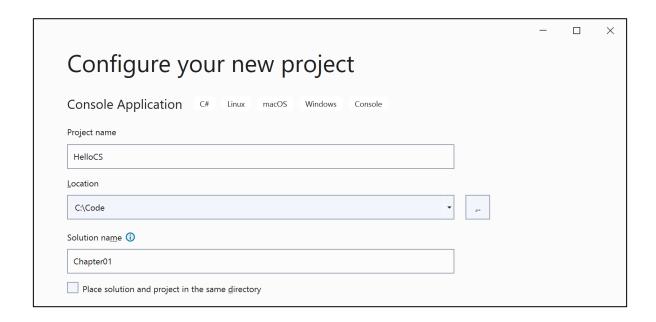
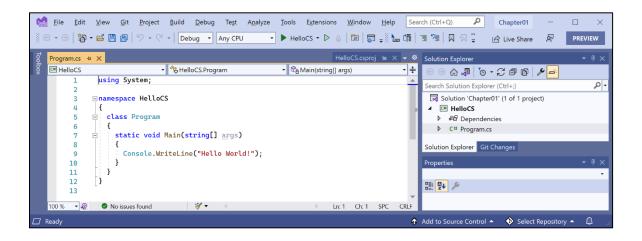
Chapter 1: Hello, C#! Welcome, .NET!

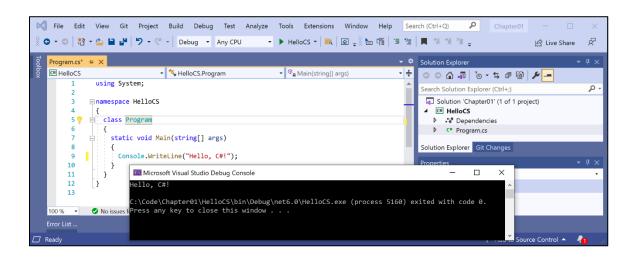


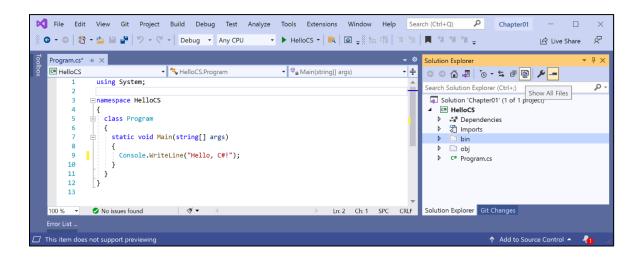


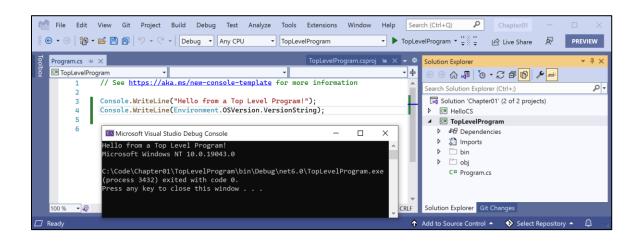


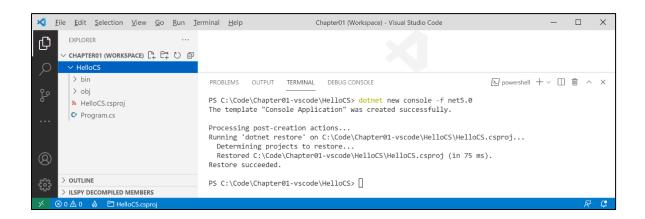


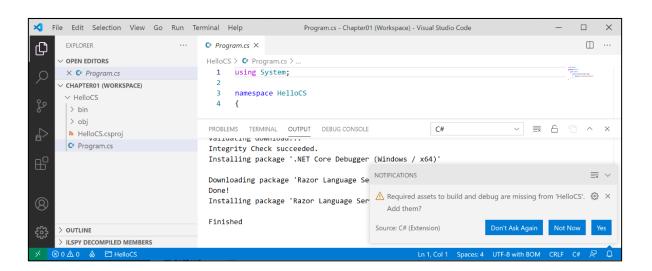


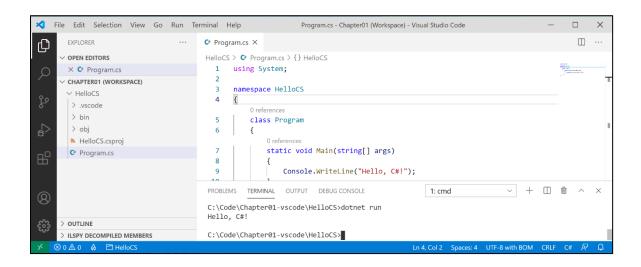




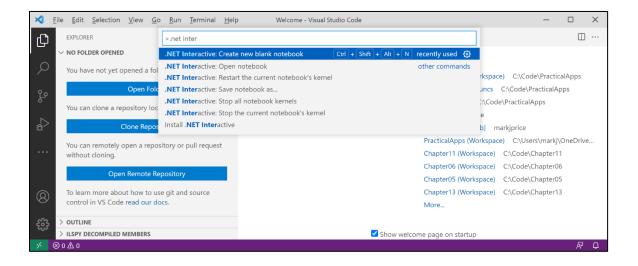


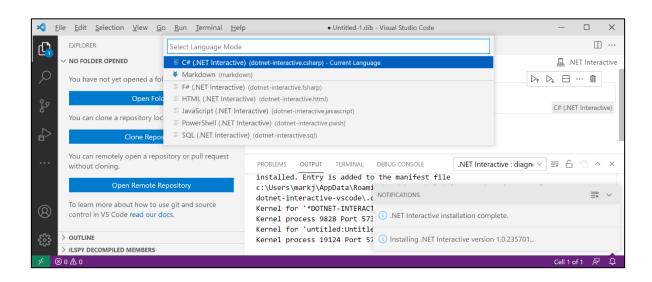


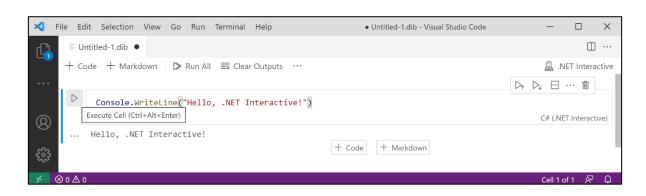


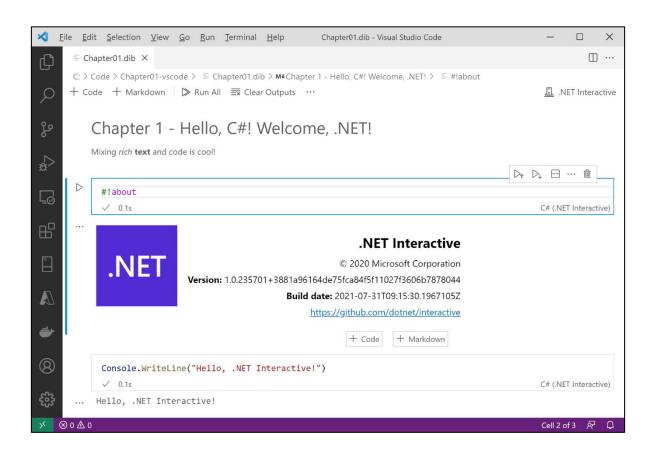


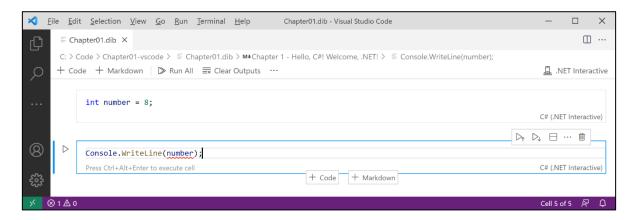


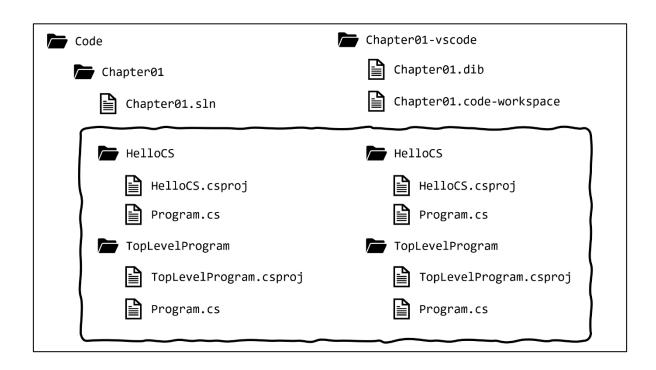


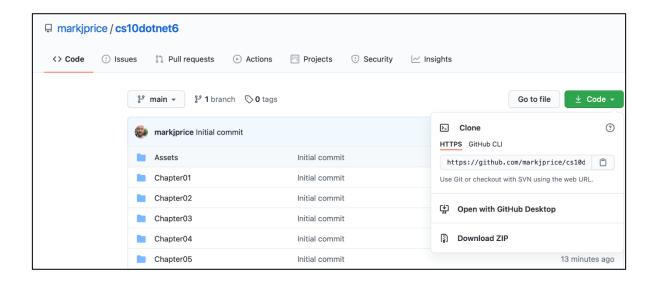


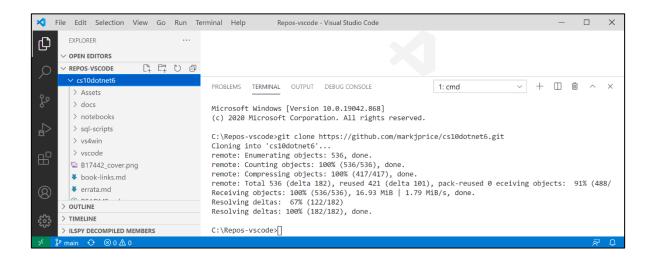


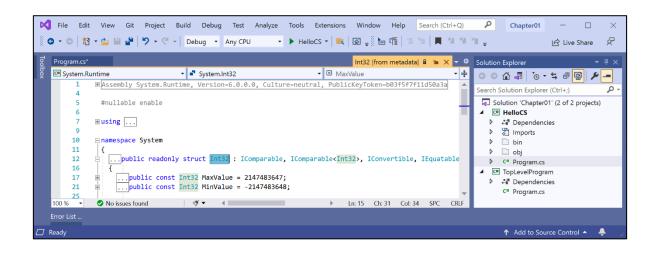


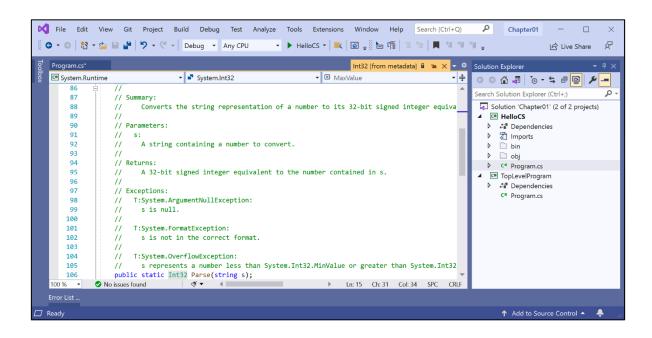


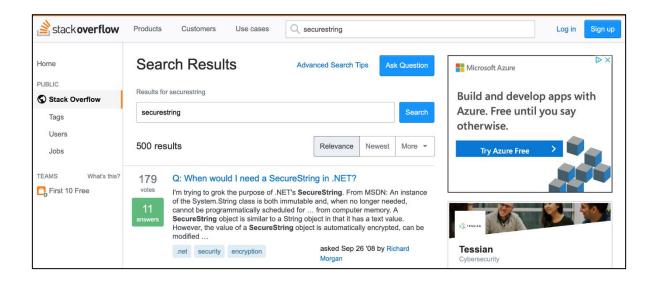




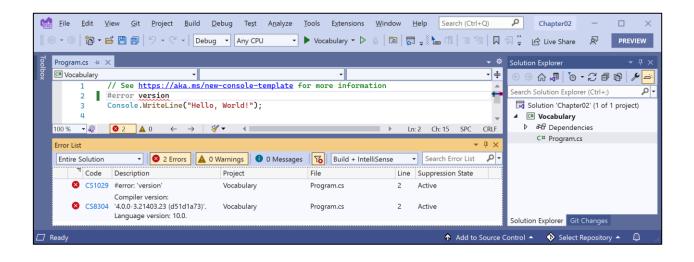


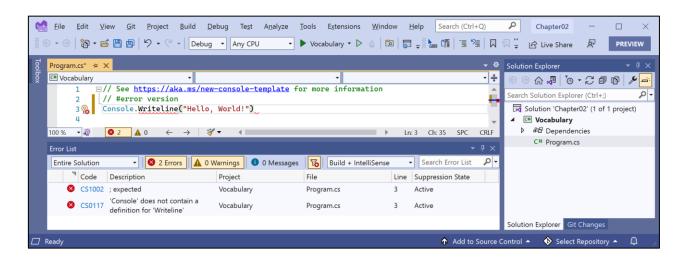


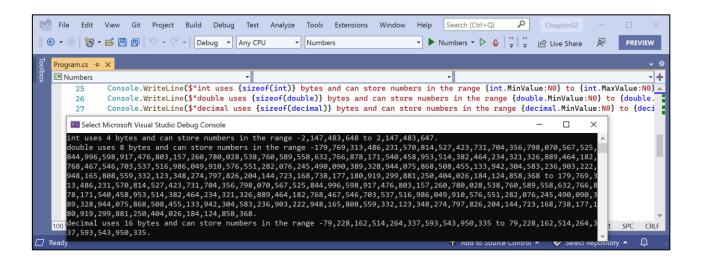


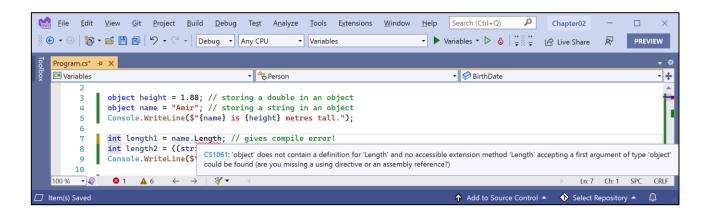


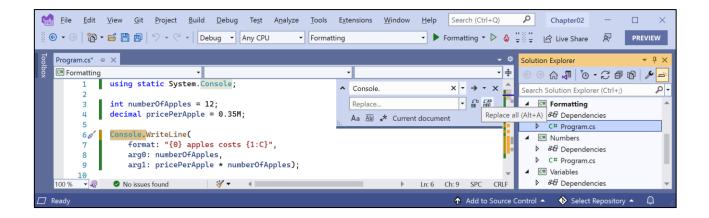
Chapter 2: Speaking C#

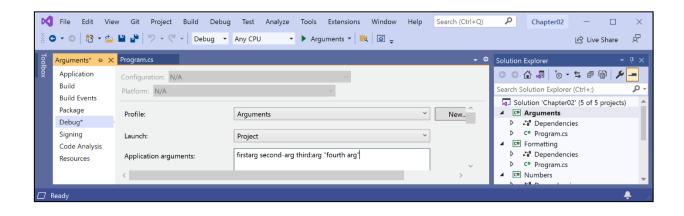


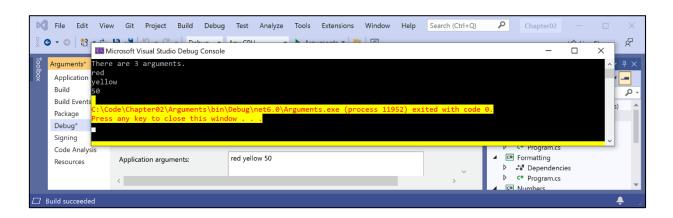


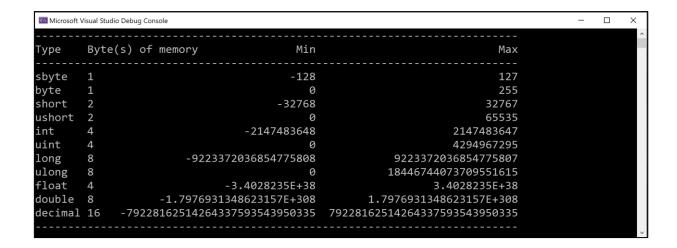




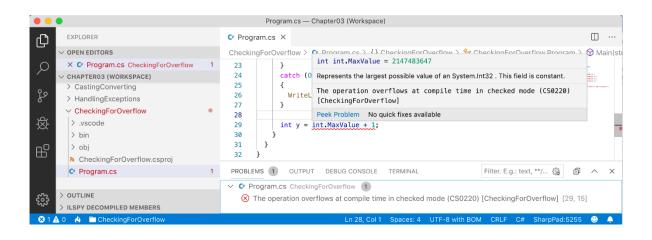


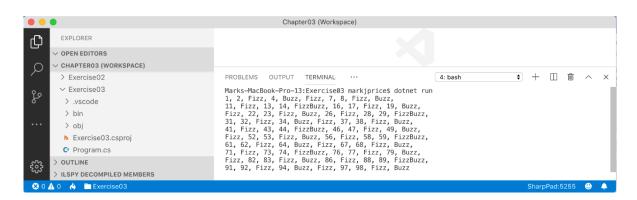






Chapter 3: Controlling Flow, Converting Types, and Handling Exceptions

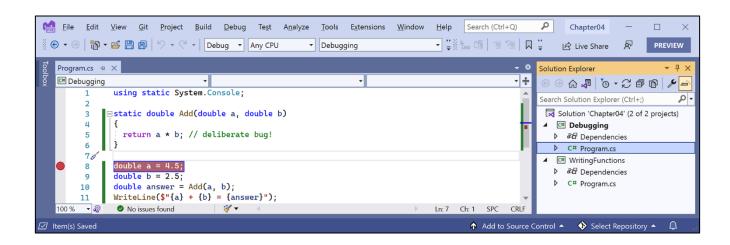




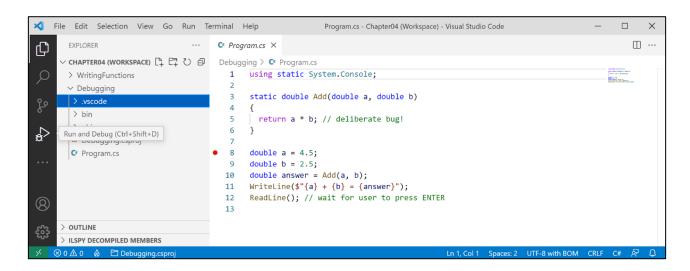
Chapter 4: Writing, Debugging, and Testing Functions

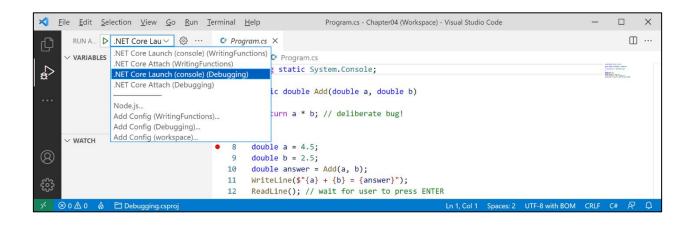
```
Program.cs — Chapter04 (Workspace)
 EXPLORER
 OPEN EDITORS
                                WritingFunctions > ♥ Program.cs > {} WritingFunctions > ♥ WritingFunctions.Program > ♥ RunCardinalToOrdinal()
 X C Program.cs
                                            static void RunCardinalToOrdinal()
CHAPTER04 (WORKSPACE)
                                131
  WritingFunctions
                                132
                                              for (int number = 1; number <- 40. number++)
                                                                               \verb|string Program.CardinalToOrdinal(| \underline{int number}|)|\\
  > .vscode
                                133
                                                Write($"{CardinalToOrdinal(number)} ");
  > bin
                                134
                                135
  > obj
                                136
                                              WriteLine();
 C Program.cs
                                137
                                138
```

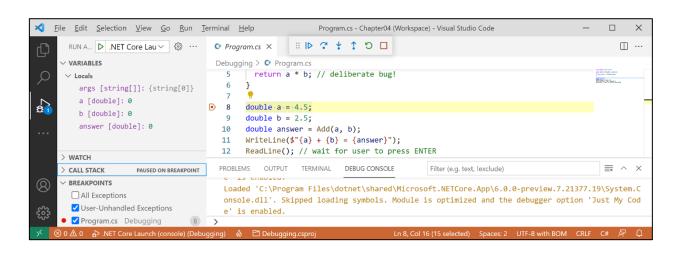


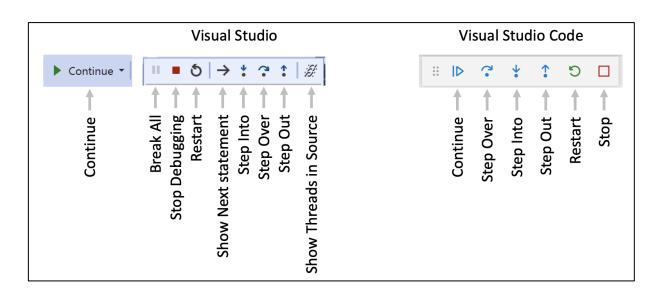


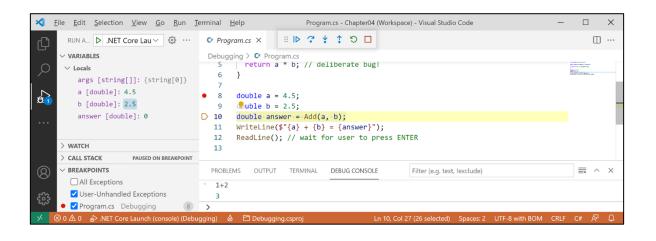


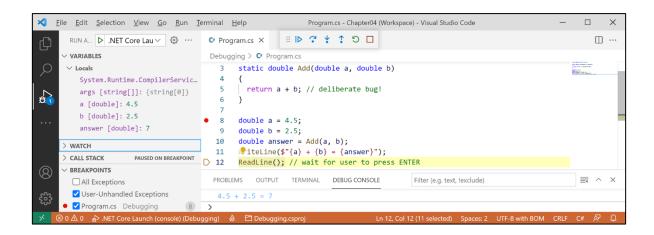


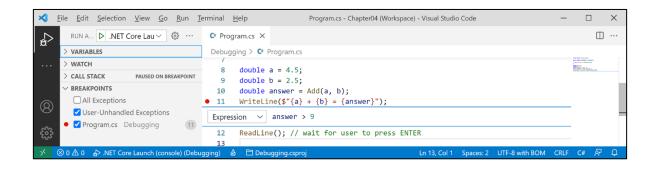


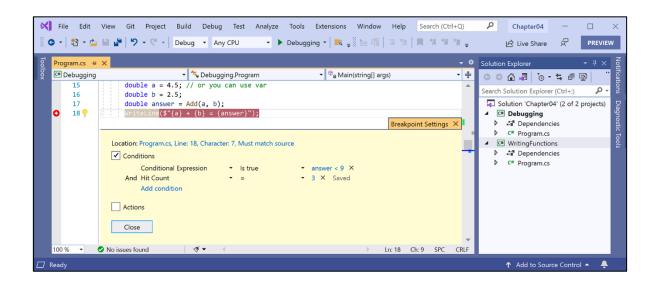


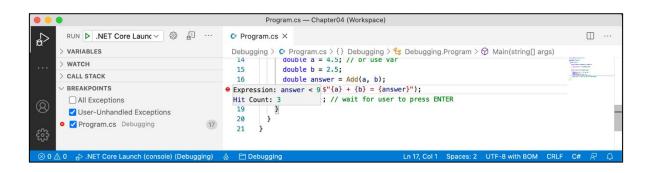


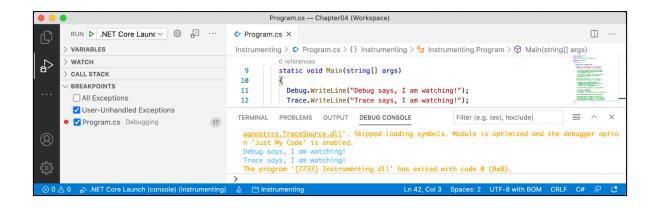


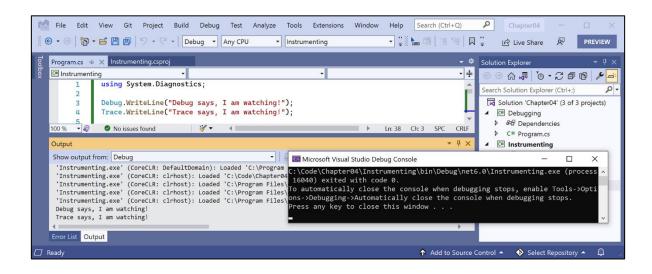


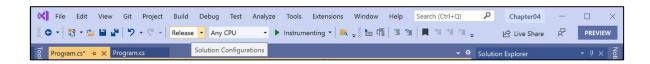


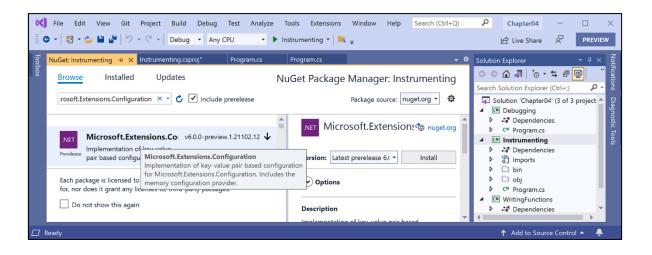


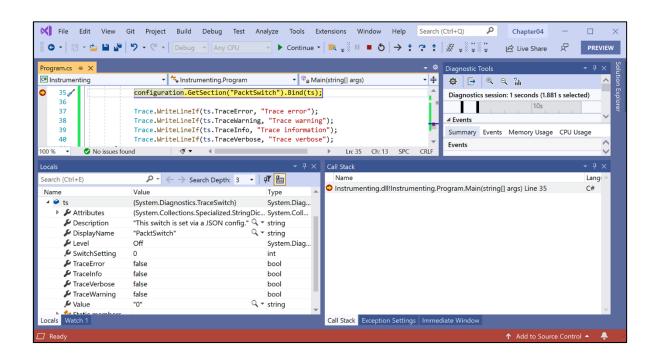


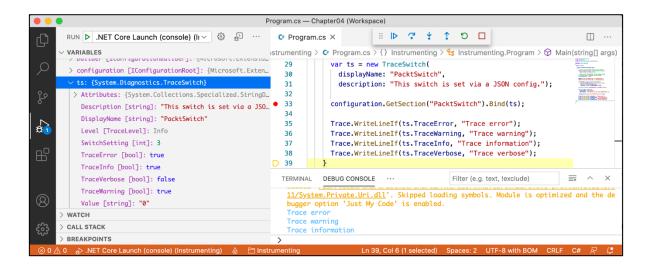


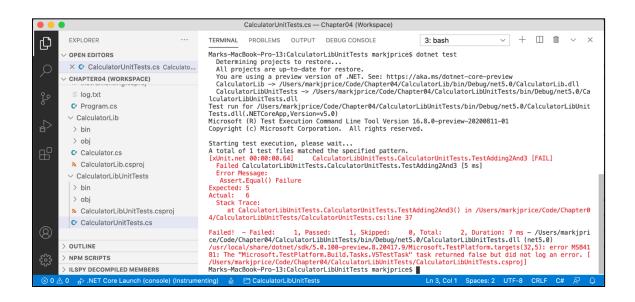


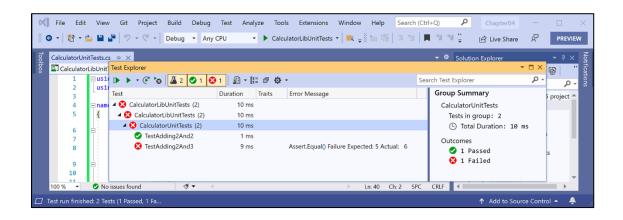


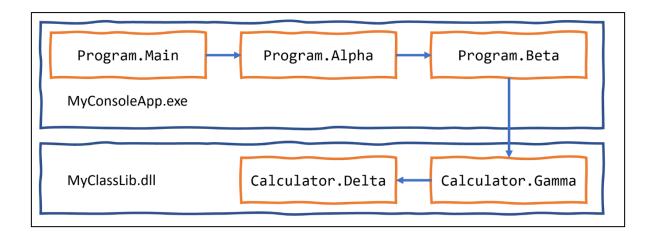








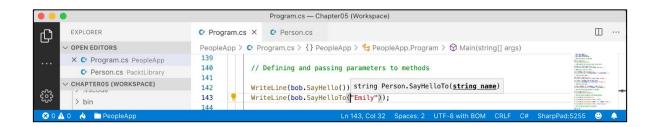




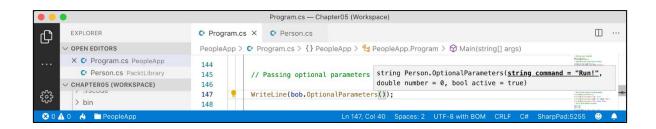
Chapter 5: Building Your Own Types with Object-Oriented Programming

```
[metadata] Object.cs — Chapter05 (Workspace)
                                                                                                                                   □ ...
      C [metadata] Object.cs X
              #region Assembly netstandard, Version=2.0.0.0, Culture=neutral, PublicKeyToken=cc7b13ffcd2ddd51
              // netstandard.dll
              #endregion
              namespace System
               public class Object
邀
                  public Object();
         9
        10
留
        11
                 ~Object();
        12
                  public static bool Equals(Object objA, Object objB);
        13
        14
                  public static bool ReferenceEquals(Object objA, Object objB);
        15
                  public virtual bool Equals(Object obj);
        16
                  public virtual int GetHashCode();
        17
                  public Type GetType();
                  public virtual string ToString();
        18
        19
                 protected Object MemberwiseClone();
₩
        20
        21
             PeopleApp
```

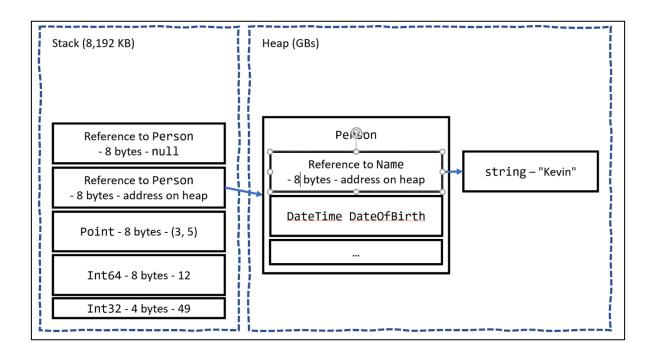
```
[metadata] Math.cs — Chapter05 (Workspace)
C [metadata] Math.cs X
                                                                                                                                   #region Assembly System.Runtime, Version=5.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a
        // System.Runtime.dll
        #endregion
        namespace System
         11
         // Summary:
                Provides constants and static methods for trigonometric, logarithmic, and other
  10
         11
                common mathematical functions.
  11
          public static class Math
  13
  14
           // Summary:
  15
                 Represents the natural logarithmic base, specified by the constant, e.
  16
           public const double E = 2.7182818284590451;
  19
           // Summary:
                  Represents the ratio of the circumference of a circle to its diameter, specified
  20
  21
                  by the constant, \pi.
           public const double PI = 3.1415926535897931;
  23
            public const double Tau = 6.2831853071795862;
```



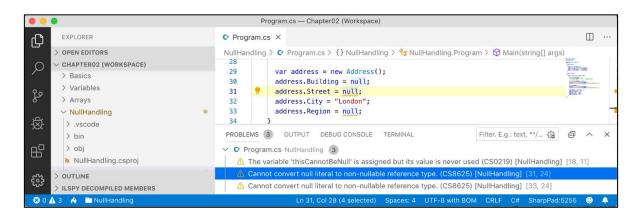




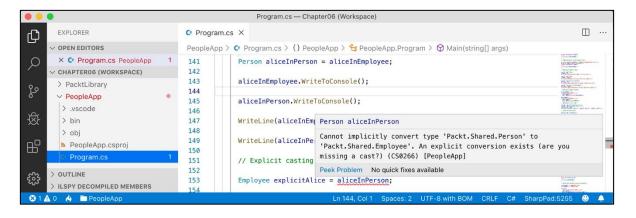
Chapter 6: Implementing Interfaces and Inheriting Classes

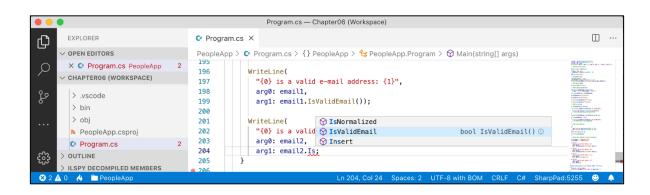


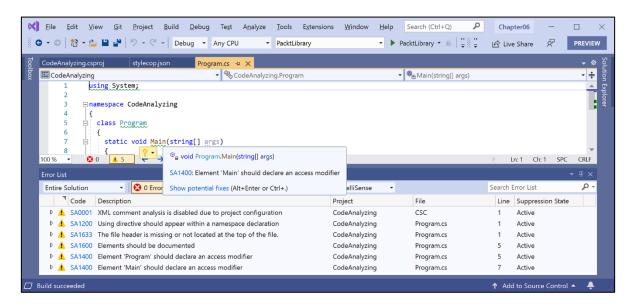




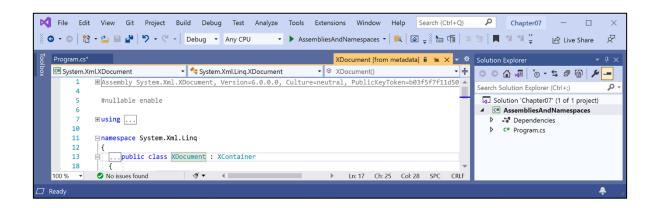


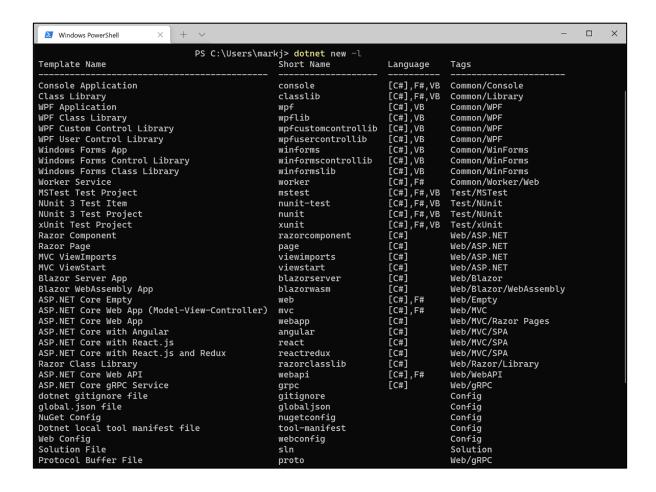


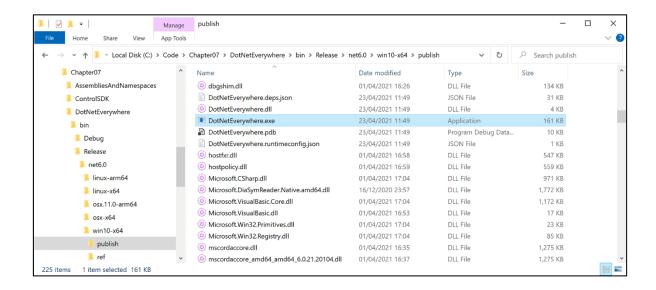


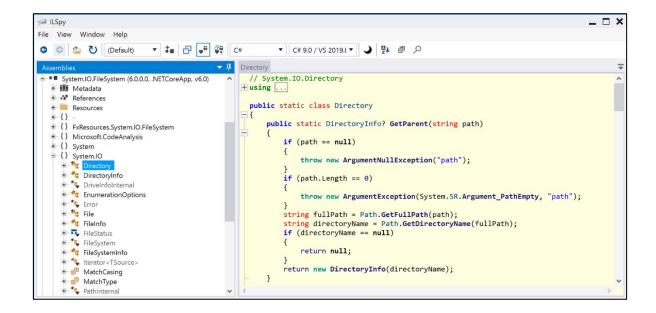


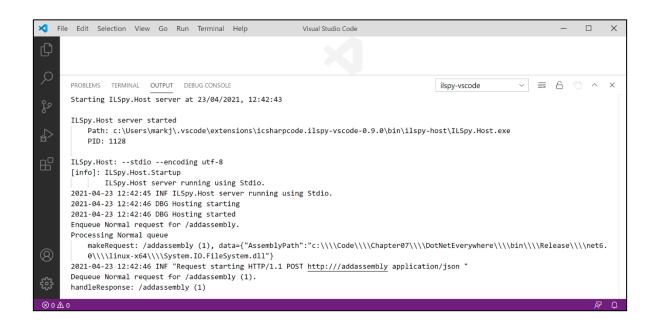
Chapter 7: Packaging and Distributing .NET Types

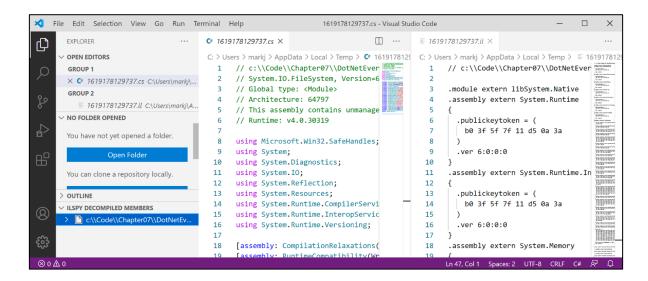


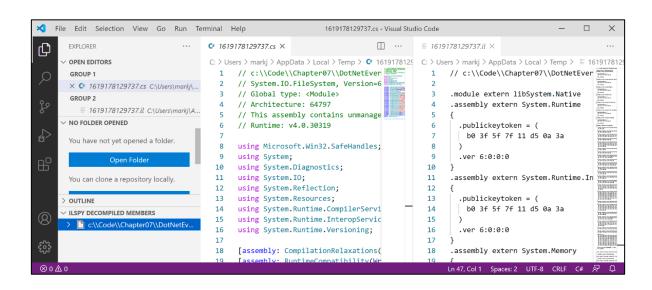


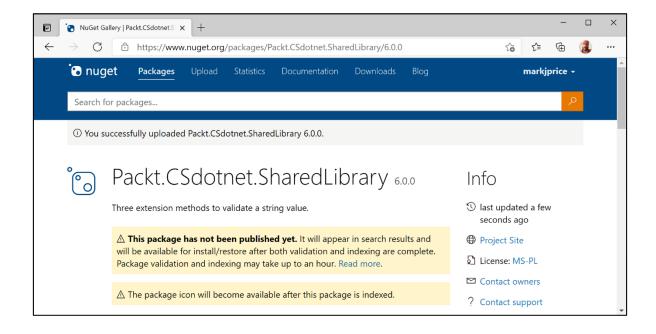


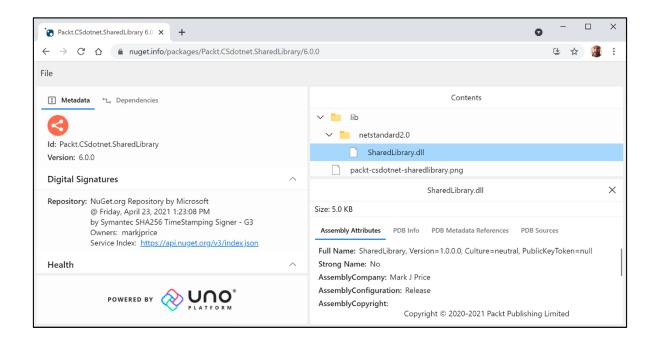




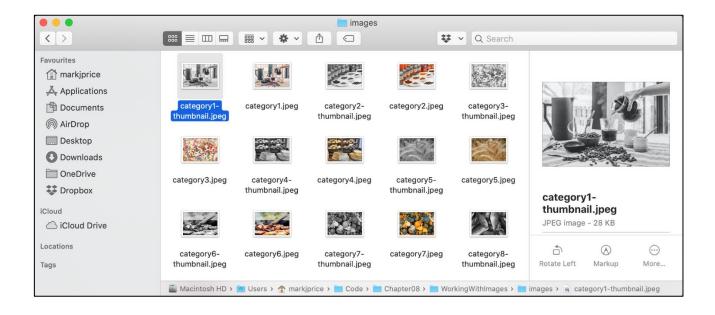




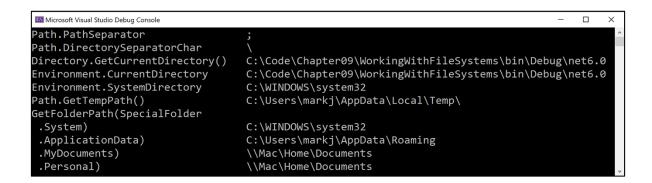




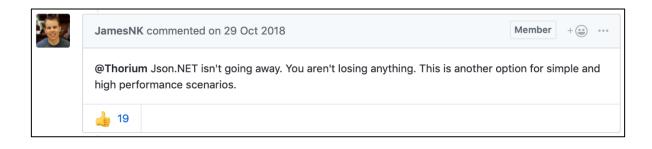
Chapter 8: Working with Common .NET Types



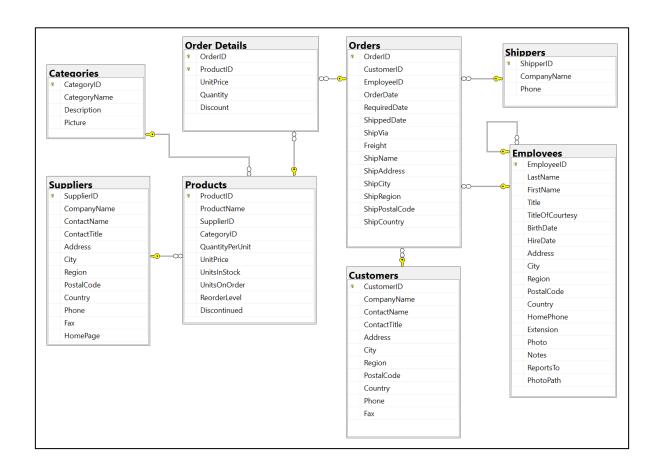
Chapter 9: Working with Files, Streams, and Serialization

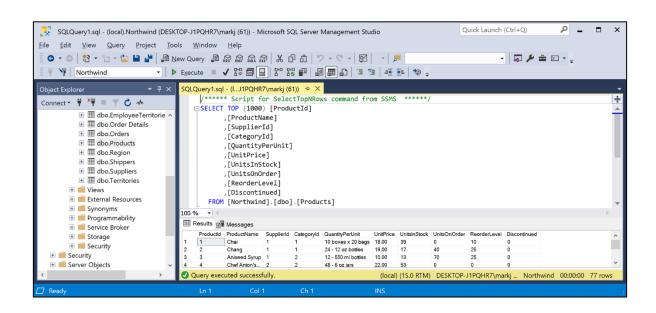


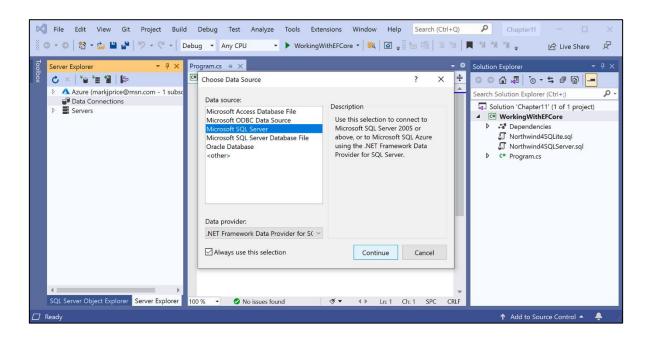
Microsoft Visual Studio Debu	g Console					_	×
NAME	TYPE	FORMAT		SIZE (BYTES)	FREE SPACE		^
C:\	Fixed	NTFS	ĺ	136,314,818,560	23,093,919,744		
D:\	CDRom						
E:\	CDRom						
V:\	Network	Pr1SF		499,963,174,912	41,217,667,072		
<:\	Network	PrlSF	i i	499,963,174,912	41,217,667,072		
/: \	Network	PrlSF	i i	499,963,174,912	41,217,667,072		
Z:\	Network	PrlSF	i i	499,963,174,912	41,217,667,072		
							~

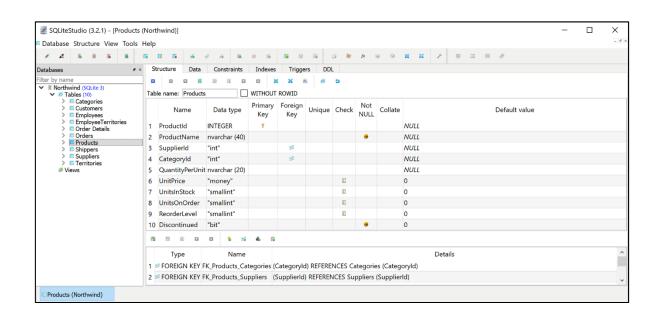


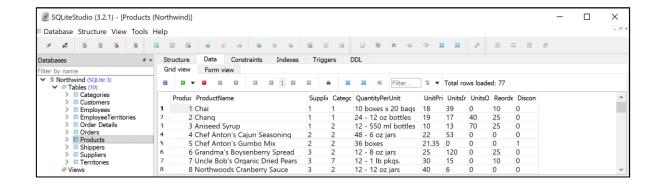
Chapter 10: Working with Data Using Entity Framework Core

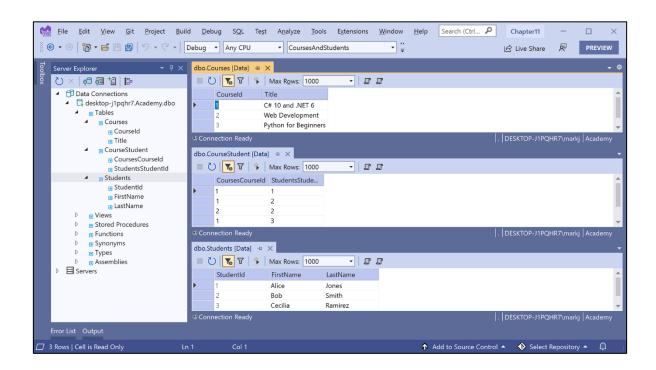




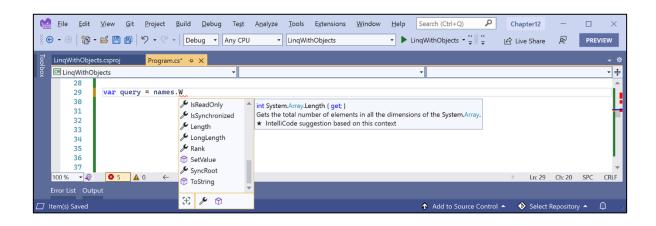


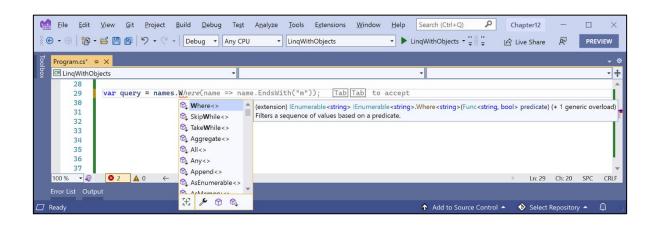


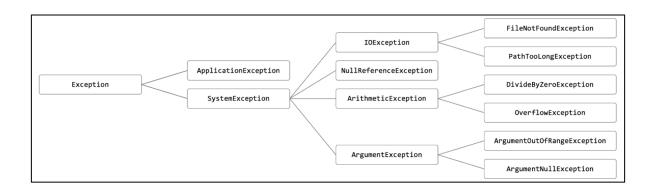


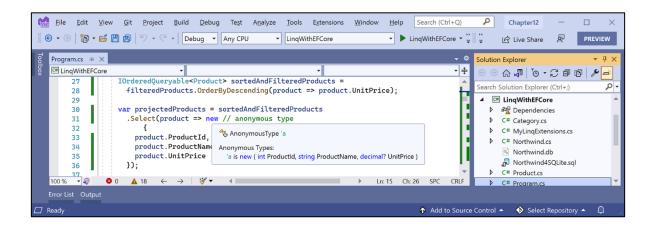


Chapter 11: Querying and Manipulating Data Using LINQ



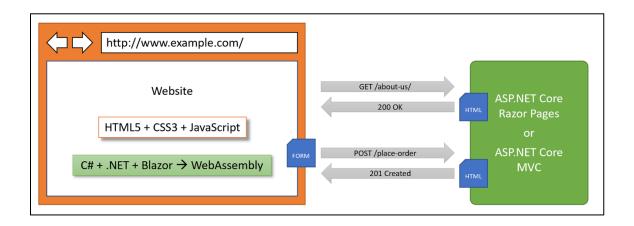


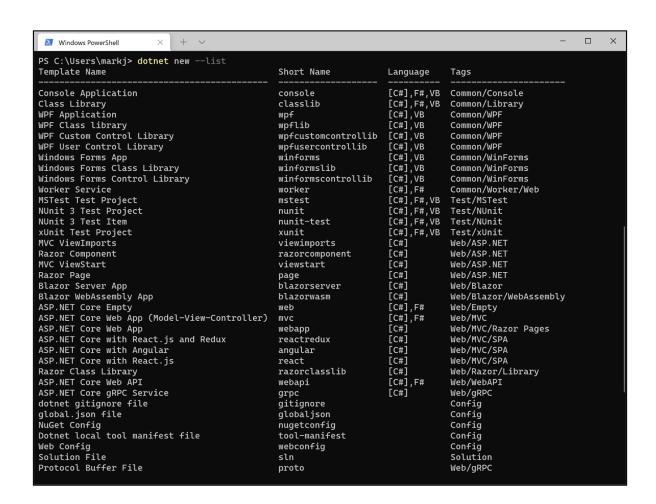


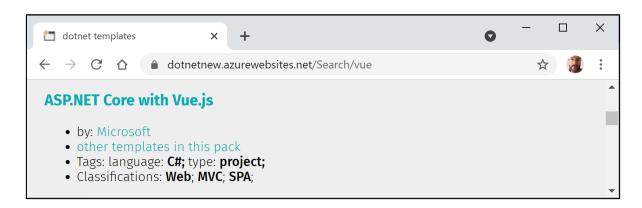


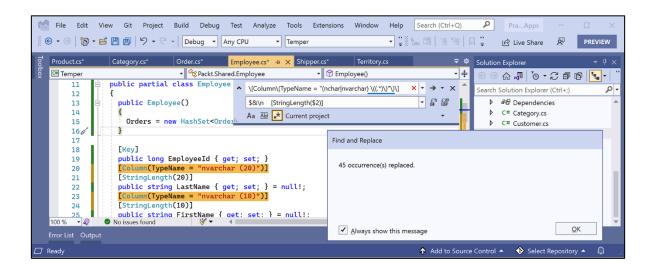
Chapter 12: Improving Performance and Scalability Using Multitasking

Chapter 13: Introducing Practical Applications of C# and .NET



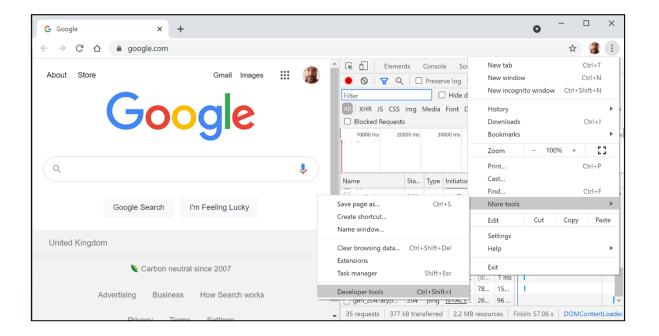


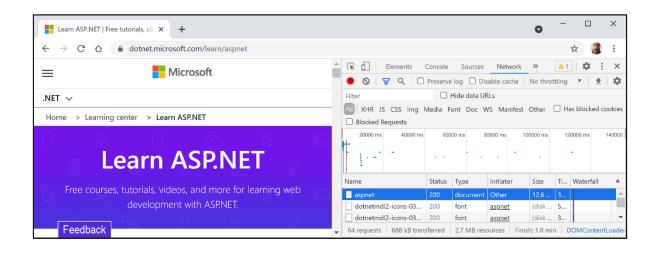


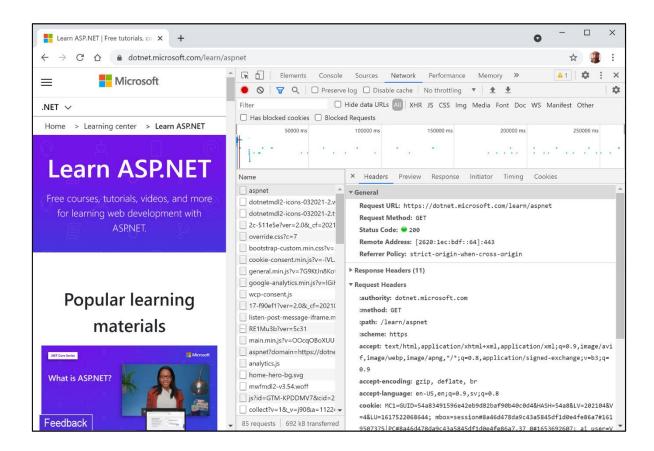


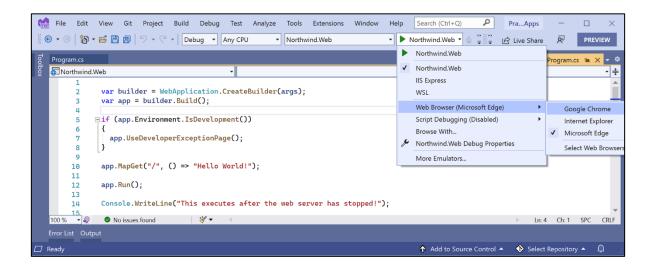
Chapter 14: Building Websites Using ASP.NET Core Razor Pages

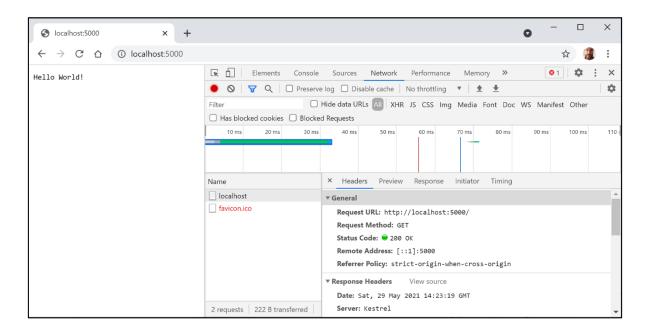


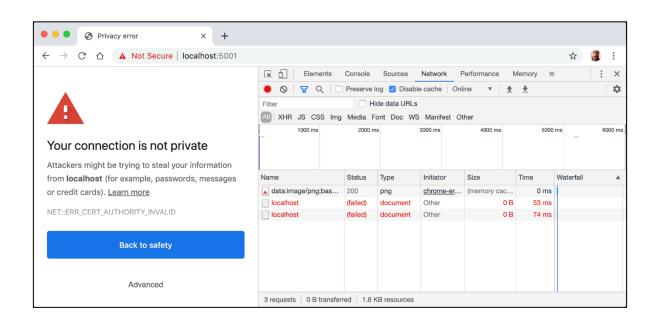


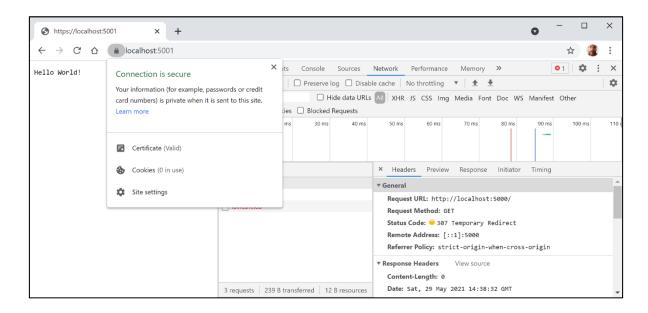


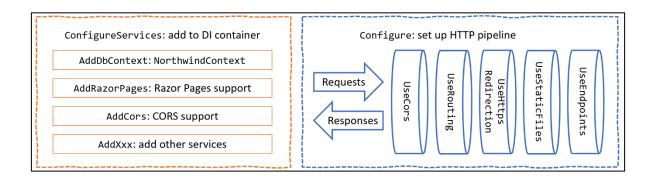


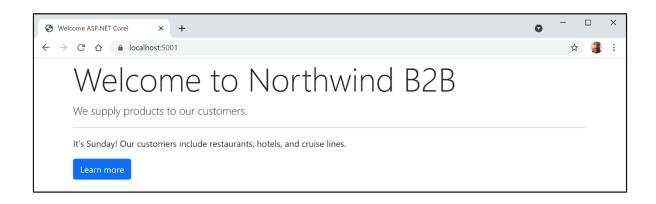


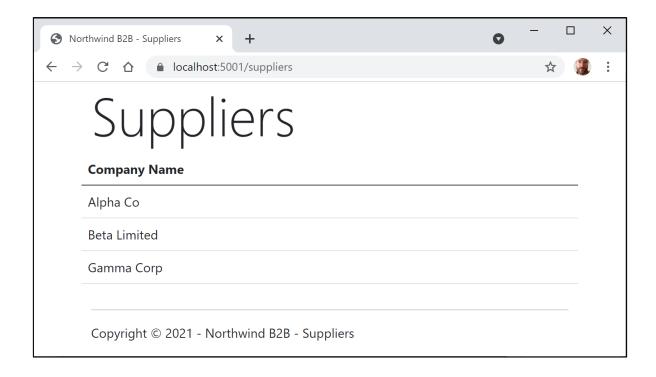


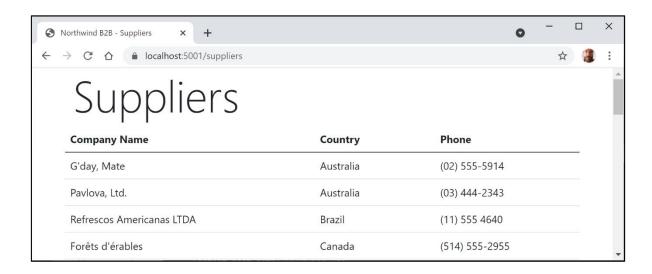


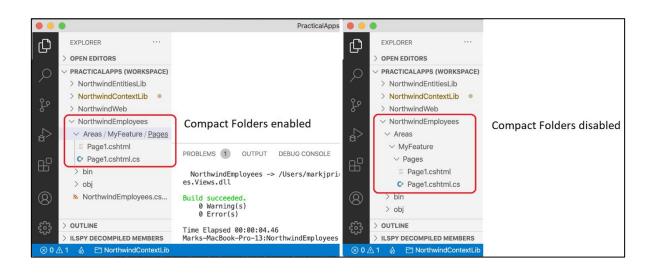


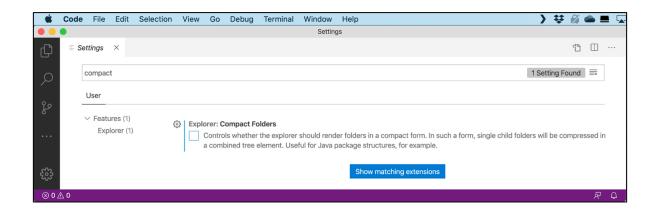


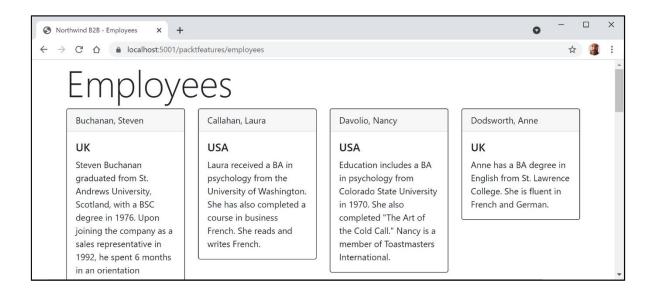


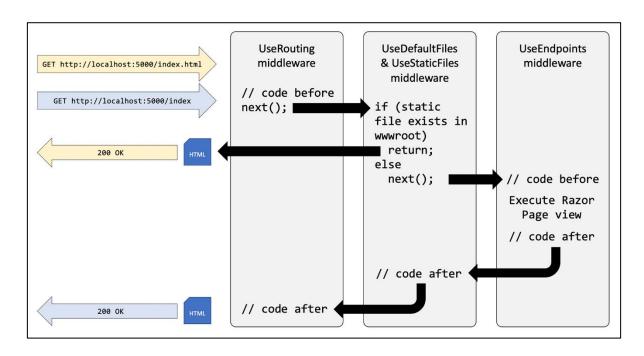




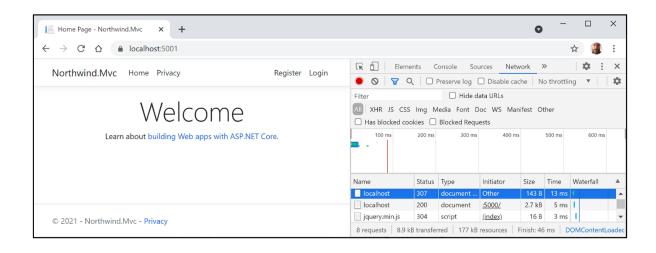


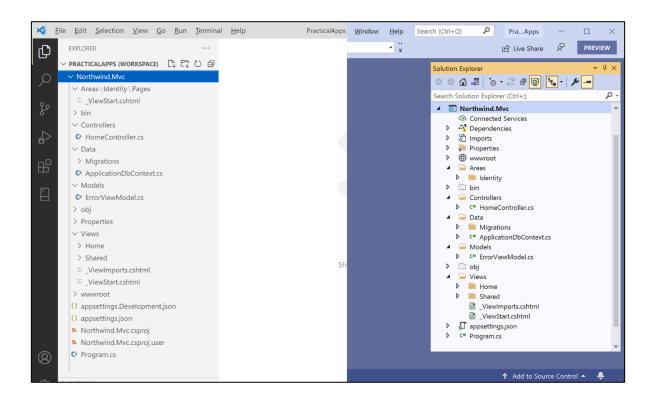


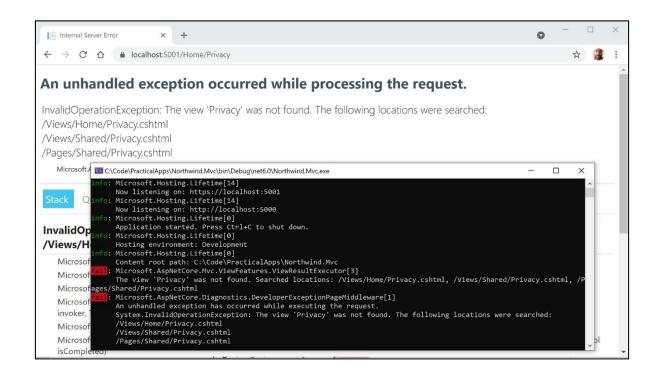


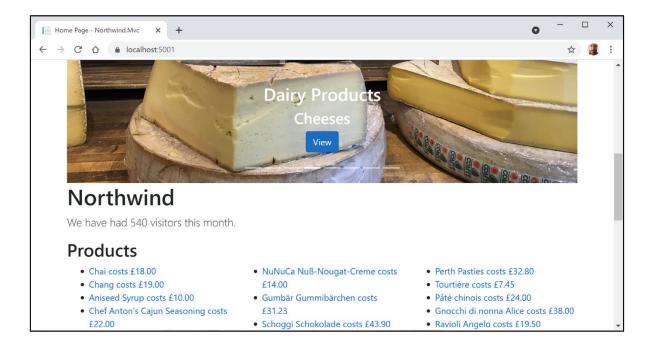


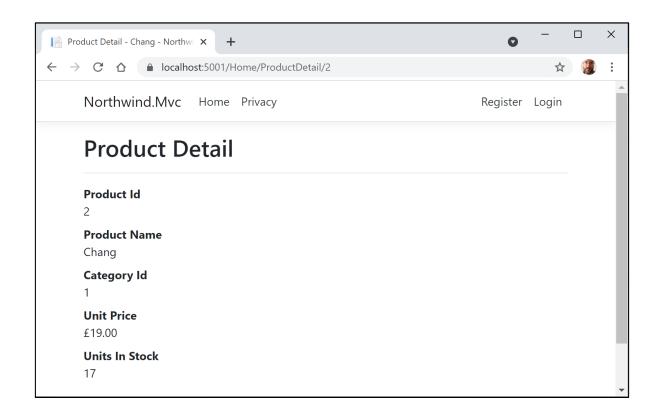
Chapter 15: Building Websites Using the Model-View-Controller Pattern



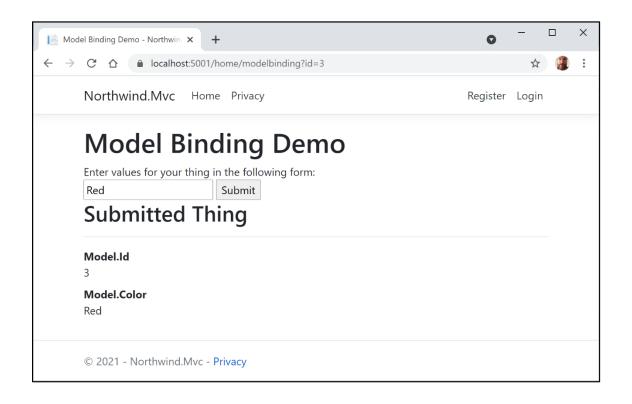


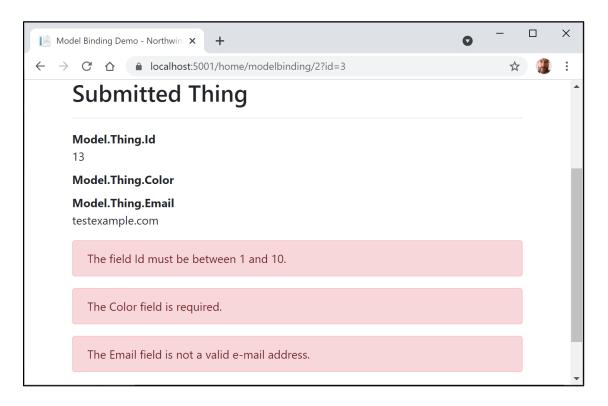


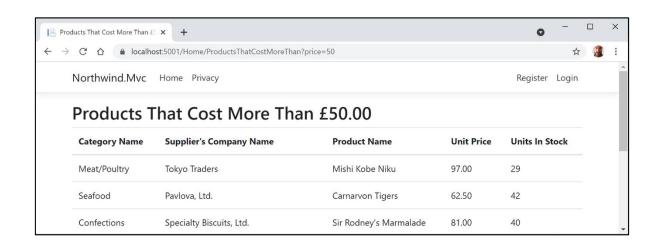




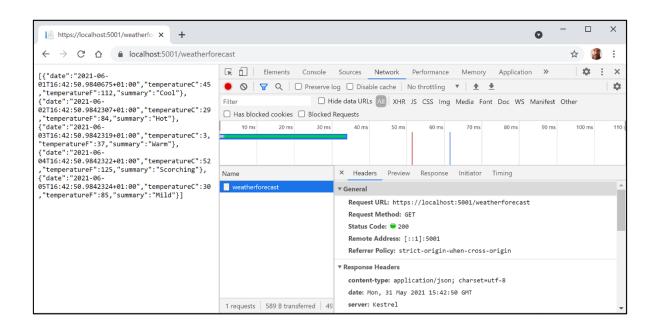


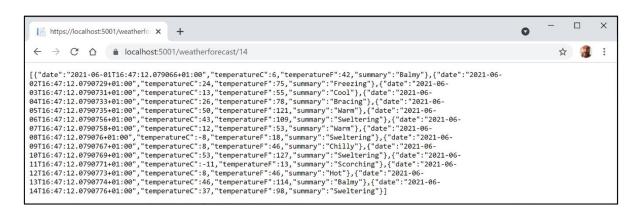






Chapter 16: Building and Consuming Web Services

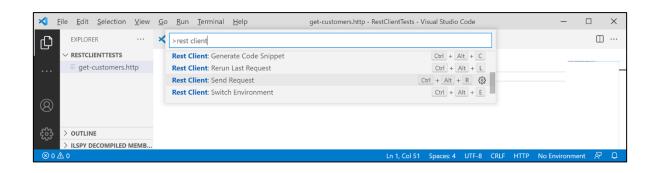


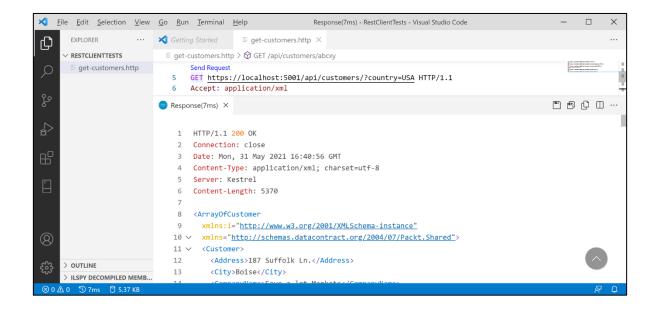


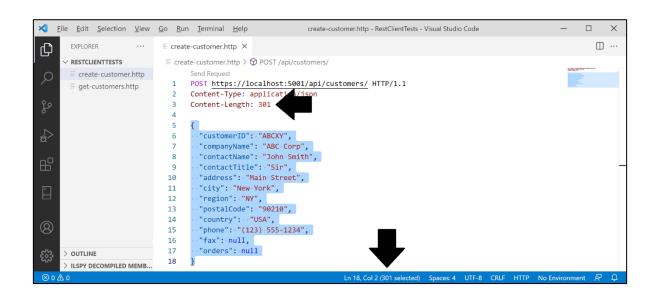


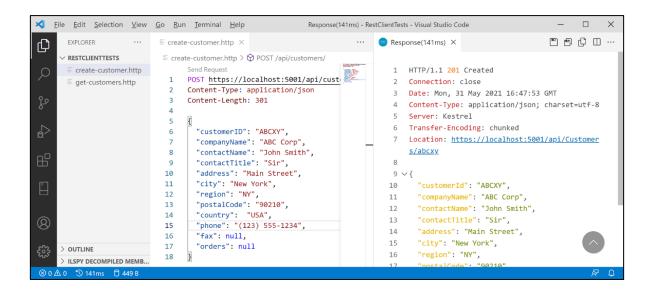




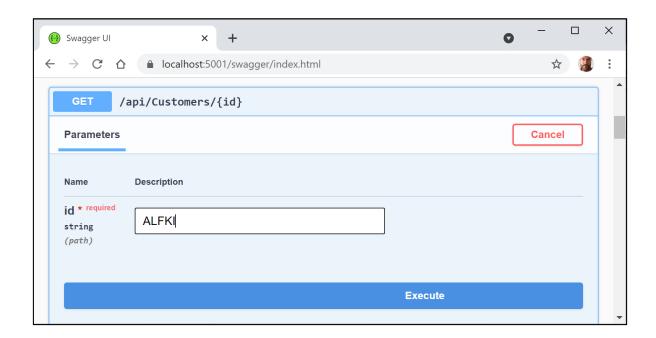


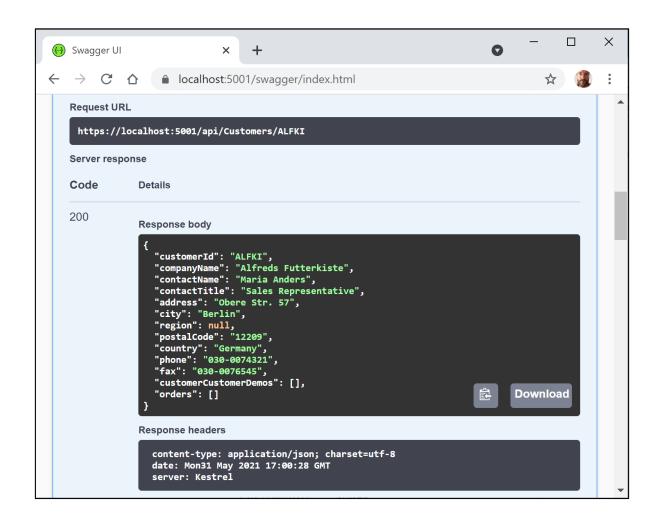


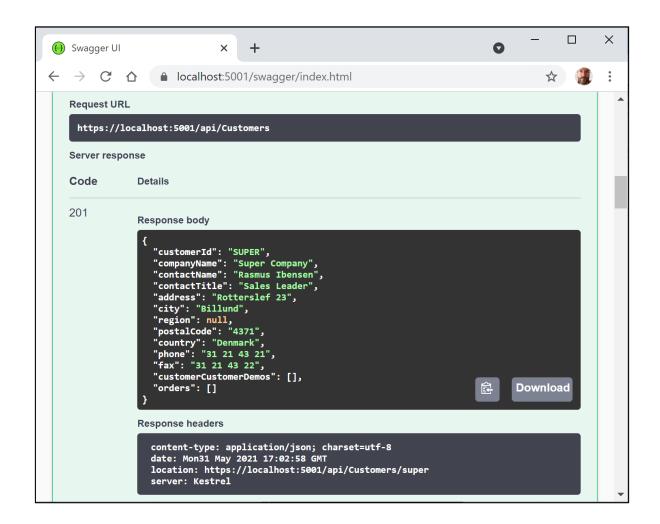


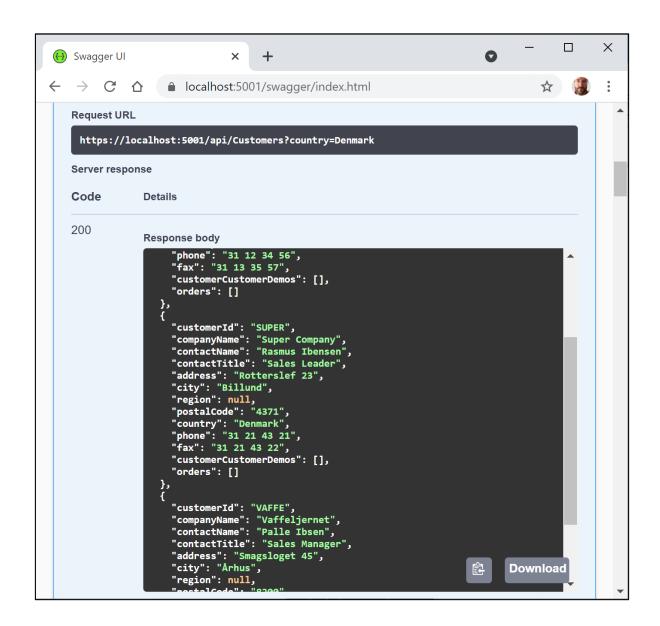


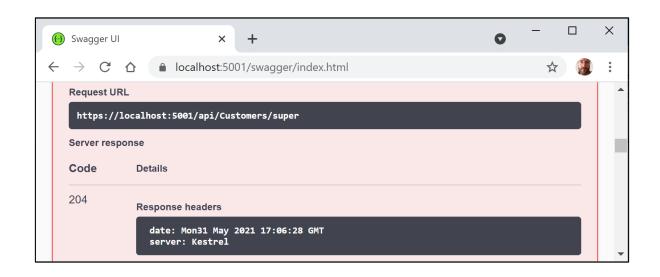


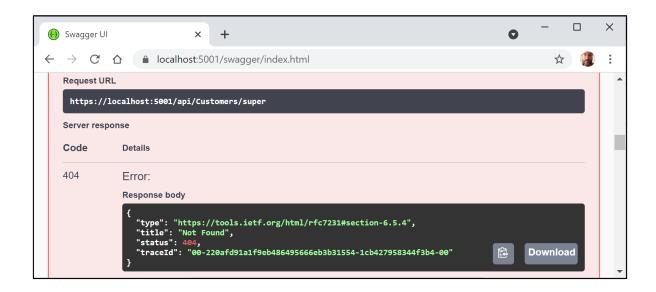


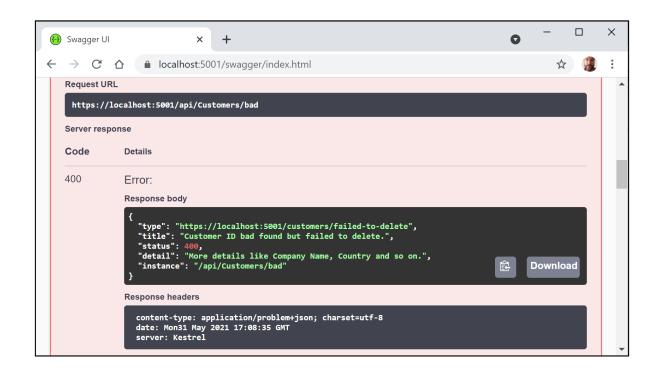


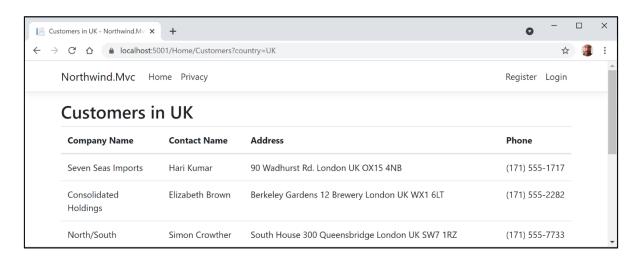


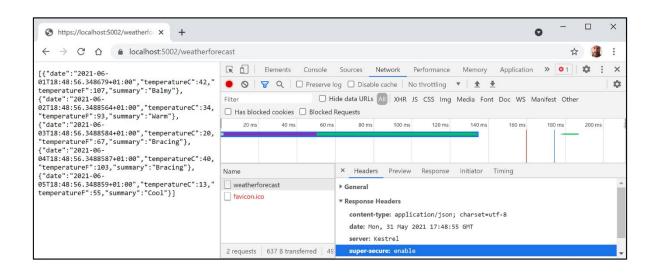


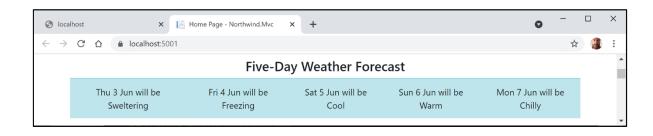












Chapter 17: Building User Interfaces Using Blazor

