



C# Programming IV-7:

*System.Numerics
Namespace*

Legal Stuff



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Charting Our Course

- The `System.Numerics` Namespace
- What Next?



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The System.Numerics Namespace



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The `System.Numerics` namespace is defined by Microsoft as follows:

The `System.Numerics` namespace contains types that allow reading and writing to files and data streams, and types that provide basic file and directory support.

Note that `System.Numerics` was introduced in .NET Framework 4.0!!

When writing code using this namespace, include the following line at the top of your C# program:

```
using System.Numerics;
```



The `System.Numerics` Namespace

→ **Classes**

→ `DeflateStream`

Classes

There are no classes in this namespace. See the structures section for more.





The `System.Numerics` Namespace

→ Attributes

Attributes

There are no attributes in the `System.Numerics` namespace.



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The `System.Numerics` Namespace

→ `EventArgs`

EventArgs

There are no EventArgs in the System.Numerics namespace.



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The `System.Numerics` Namespace

→ Structures

Structures



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Below are the structures available in the `System.Numerics` namespace.

Structures

- `BigInteger` - Represents an arbitrarily large signed integer.
- `Complex` - Represents a complex number.

The `BigInteger` structure Represents an arbitrarily large signed integer. According to Microsoft's website: *The `BigInteger` type is an immutable type that represents an arbitrarily large integer whose value in theory has no upper or lower bounds. The members of the `BigInteger` type closely parallel those of other integral types (the `Byte`, `Int16`, `Int32`, `Int64`, `SByte`, `UInt16`, `UInt32`, and `UInt64` types). This type differs from the other integral types in the .NET Framework, which have a range indicated by their `MinValue` and `MaxValue` properties.* Below are the members of this structure.

Constructors

- `BigInteger(Byte[])` - Initializes a new instance of the `BigInteger` structure using the values in a byte array
- `BigInteger(Decimal)` - Initializes a new instance of the `BigInteger` structure using a `Decimal` value
- `BigInteger(Double)` - Initializes a new instance of the `BigInteger` structure using a double-precision floating-point value
- `BigInteger(Int32)` - Initializes a new instance of the `BigInteger` structure using a 32-bit signed integer value
- `BigInteger(Int64)` - Initializes a new instance of the `BigInteger` structure using a 64-bit signed integer value
- `BigInteger(Single)` - Initializes a new instance of the `BigInteger` structure using a single-precision floating-point value
- `BigInteger(UInt32)` - Initializes a new instance of the `BigInteger` structure using an unsigned 32-bit integer value
- `BigInteger(UInt64)` - Initializes a new instance of the `BigInteger` structure with an unsigned 64-bit integer value



The `System.Numerics` Namespace

→ Structures

Structures

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- `BigInteger(Decimal)` - Initializes a new instance of the `BigInteger` structure using a `Decimal` value
- `BigInteger(Double)` - Initializes a new instance of the `BigInteger` structure using a double-precision floating-point value
- `BigInteger(Int32)` - Initializes a new instance of the `BigInteger` structure using a 32-bit signed integer value
- `BigInteger(Int64)` - Initializes a new instance of the `BigInteger` structure using a 64-bit signed integer value
- `BigInteger(Single)` - Initializes a new instance of the `BigInteger` structure using a single-precision floating-point value
- `BigInteger(UInt32)` - Initializes a new instance of the `BigInteger` structure using an unsigned 32-bit integer value
- `BigInteger(UInt64)` - Initializes a new instance of the `BigInteger` structure with an unsigned 64-bit integer value

Structures



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Properties

- IsEven - Indicates whether the value of the current BigInteger object is an even number
- IsOne - Indicates whether the value of the current BigInteger object is BigInteger.One
- IsPowerOfTwo - Indicates whether the value of the current BigInteger object is a power of two
- IsZero - Indicates whether the value of the current BigInteger object is BigInteger.Zero
- MinusOne - Gets a value that represents the number negative one (-1)
- One - Gets a value that represents the number one (1)
- Sign - Gets a number that indicates the sign (negative, positive, or zero) of the current BigInteger object
- Zero - Gets a value that represents the number 0 (zero)

Methods

- Abs - Gets the absolute value of a BigInteger object
- Add - Adds two BigInteger values and returns the result
- Compare - Compares two BigInteger values and returns an integer that indicates whether the first value is less than, equal to, or greater than the second value
- CompareTo(BigInteger) - Compares this instance to a second BigInteger and returns an integer that indicates whether the value of this instance is less than, equal to, or greater than the value of the specified object
- CompareTo(Int64) - Compares this instance to a signed 64-bit integer and returns an integer that indicates whether the value of this instance is less than, equal to, or greater than the value of the signed 64-bit integer
- CompareTo(Object) - Compares this instance to a specified object and returns an integer that indicates whether the value of this instance is less than, equal to, or greater than the value of the specified object
- CompareTo(UInt64) - Compares this instance to an unsigned 64-bit integer and returns an integer that indicates whether the value of this instance is less than, equal to, or greater than the value of the unsigned 64-bit integer
- Divide - Divides one BigInteger value by another and returns the result
- DivRem - Divides one BigInteger value by another, returns the result, and returns the remainder in an output parameter
- Equals(BigInteger) - Returns a value that indicates whether the current instance and a specified BigInteger object have the same value
- Equals(Int64) - Returns a value that indicates whether the current instance and a signed 64-bit integer have the same value
- Equals(Object) Returns a value that indicates whether the current instance and a specified object have the same value. (Overrides ValueType.Equals(Object).)
- Equals(UInt64) - Returns a value that indicates whether the current instance and an unsigned 64-bit integer have the same value
- Finalize Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
- GetHashCode Returns the hash code for the current BigInteger object. (Overrides ValueType.GetHashCode().)
- GetType Gets the Type of the current instance. (Inherited from Object.)
- GreatestCommonDivisor - Finds the greatest common divisor of two BigInteger values
- Log(BigInteger) - Returns the natural (base e) logarithm of a specified number
- Log(BigInteger, Double) - Returns the logarithm of a specified number in a specified base
- Log10 - Returns the base 10 logarithm of a specified number



Methods (continued)

- Max - Returns the larger of two BigInteger values
- MemberwiseClone - Creates a shallow copy of the current Object. (Inherited from Object.)
- Min - Returns the smaller of two BigInteger values
- ModPow - Performs modulus division on a number raised to the power of another number
- Multiply - Returns the product of two BigInteger values
- Negate - Negates a specified BigInteger value
- Parse(String) - Converts the string representation of a number to its BigInteger equivalent
- Parse(String, NumberStyles) - Converts the string representation of a number in a specified style to its BigInteger equivalent
- Parse(String, IFormatProvider) - Converts the string representation of a number in a specified culture-specific format to its BigInteger equivalent
- Parse(String, NumberStyles, IFormatProvider) - Converts the string representation of a number in a specified style and culture-specific format to its BigInteger equivalent
- Pow - Raises a BigInteger value to the power of a specified value
- Remainder - Performs integer division on two BigInteger values and returns the remainder
- Subtract - Subtracts one BigInteger value from another and returns the result
- ToByteArray - Converts a BigInteger value to a byte array
- ToString() - Converts the numeric value of the current BigInteger object to its equivalent string representation. (Overrides ValueType.ToString().)
- ToString(IFormatProvider) - Converts the numeric value of the current BigInteger object to its equivalent string representation by using the specified culture-specific formatting information
- ToString(String) - Converts the numeric value of the current BigInteger object to its equivalent string representation by using the specified format
- ToString(String, IFormatProvider) - Converts the numeric value of the current BigInteger object to its equivalent string representation by using the specified format and culture-specific format information
- TryParse(String, BigInteger) - Tries to convert the string representation of a number to its BigInteger equivalent, and returns a value that indicates whether the conversion succeeded
- TryParse(String, NumberStyles, IFormatProvider, BigInteger) - Tries to convert the string representation of a number in a specified style and culture-specific format to its BigInteger equivalent, and returns a value that indicates whether the conversion succeeded

Operators

- Addition - Adds the values of two specified BigInteger objects
- BitwiseAnd - Performs a bitwise And operation on two BigInteger values
- BitwiseOr - Performs a bitwise Or operation on two BigInteger values
- Decrement - Decrements a BigInteger value by 1
- Division - Divides a specified BigInteger value by another specified BigInteger value by using integer division



Operators (continued)

- Equality(BigInteger, Int64) - Returns a value that indicates whether a BigInteger value and a signed long integer value are equal
- Equality(BigInteger, BigInteger) - Returns a value that indicates whether the values of two BigInteger objects are equal
- Equality(BigInteger, UInt64) - Returns a value that indicates whether a BigInteger value and an unsigned long integer value are equal
- Equality(Int64, BigInteger) - Returns a value that indicates whether a signed long integer value and a BigInteger value are equal
- Equality(UInt64, BigInteger) - Returns a value that indicates whether an unsigned long integer value and a BigInteger value are equal
- ExclusiveOr - Performs a bitwise exclusive Or (XOr) operation on two BigInteger values
- Explicit(BigInteger to Byte) - Defines an explicit conversion of a BigInteger object to an unsigned byte value
- Explicit(BigInteger to Int32) - Defines an explicit conversion of a BigInteger object to a 32-bit signed integer value
- Explicit(BigInteger to UInt64) - Defines an explicit conversion of a BigInteger object to an unsigned 64-bit integer value
- Explicit(BigInteger to Single) - Defines an explicit conversion of a BigInteger object to a single-precision floating-point value
- Explicit(BigInteger to Double) - Defines an explicit conversion of a BigInteger object to a Double value
- Explicit(BigInteger to Int64) - Defines an explicit conversion of a BigInteger object to a 64-bit signed integer value
- Explicit(BigInteger to Int16) - Defines an explicit conversion of a BigInteger object to a 16-bit signed integer value
- Explicit(BigInteger to SByte) - Defines an explicit conversion of a BigInteger object to a signed 8-bit value
- Explicit(BigInteger to UInt32) - Defines an explicit conversion of a BigInteger object to an unsigned 32-bit integer value
- Explicit(BigInteger to UInt16) - Defines an explicit conversion of a BigInteger object to an unsigned 16-bit integer value
- Explicit(BigInteger to Decimal) - Defines an explicit conversion of a BigInteger object to a Decimal value
- Explicit(Decimal to BigInteger) - Defines an explicit conversion of a Decimal object to a BigInteger value
- Explicit(Double to BigInteger) - Defines an explicit conversion of a Double value to a BigInteger value
- Explicit(Single to BigInteger) - Defines an explicit conversion of a Single object to a BigInteger value
- GreaterThan(BigInteger, Int64) - Returns a value that indicates whether a BigInteger is greater than a 64-bit signed integer value
- GreaterThan(BigInteger, BigInteger) - Returns a value that indicates whether a BigInteger value is greater than another BigInteger value
- GreaterThan(BigInteger, UInt64) - Returns a value that indicates whether a BigInteger value is greater than a 64-bit unsigned integer
- GreaterThan(Int64, BigInteger) - Returns a value that indicates whether a 64-bit signed integer is greater than a BigInteger value
- GreaterThan(UInt64, BigInteger) - Returns a value that indicates whether a 64-bit unsigned integer is greater than a BigInteger value
- GreaterThanOrEqual(BigInteger, Int64) - Returns a value that indicates whether a BigInteger value is greater than or equal to a 64-bit signed integer value
- GreaterThanOrEqual(BigInteger, BigInteger) - Returns a value that indicates whether a BigInteger value is greater than or equal to another BigInteger value
- GreaterThanOrEqual(BigInteger, UInt64) - Returns a value that indicates whether a BigInteger value is greater than or equal to a 64-bit unsigned integer value
- GreaterThanOrEqual(Int64, BigInteger) - Returns a value that indicates whether a 64-bit signed integer is greater than or equal to a BigInteger value



Operators (continued)

- `GreaterThanEqual(Int64, BigInteger)` - Returns a value that indicates whether a 64-bit signed integer is greater than or equal to a `BigInteger` value
- `GreaterThanEqual(UInt64, BigInteger)` - Returns a value that indicates whether a 64-bit unsigned integer is greater than or equal to a `BigInteger` value
- `Implicit(Byte to BigInteger)` - Defines an implicit conversion of an unsigned byte to a `BigInteger` value
- `Implicit(Int16 to BigInteger)` - Defines an implicit conversion of a signed 16-bit integer to a `BigInteger` value
- `Implicit(Int32 to BigInteger)` - Defines an implicit conversion of a signed 32-bit integer to a `BigInteger` value
- `Implicit(Int64 to BigInteger)` - Defines an implicit conversion of a signed 64-bit integer to a `BigInteger` value
- `Implicit(SByte to BigInteger)` - Defines an implicit conversion of an 8-bit signed integer to a `BigInteger` value
- `Implicit(UInt16 to BigInteger)` - Defines an implicit conversion of a 16-bit unsigned integer to a `BigInteger` value
- `Implicit(UInt32 to BigInteger)` - Defines an implicit conversion of a 32-bit unsigned integer to a `BigInteger` value
- `Implicit(UInt64 to BigInteger)` - Defines an implicit conversion of a 64-bit unsigned integer to a `BigInteger` value
- `Increment` - Increments a `BigInteger` value by 1
- `Inequality(BigInteger, Int64)` - Returns a value that indicates whether a `BigInteger` value and a 64-bit signed integer are not equal
- `Inequality(BigInteger, BigInteger)` - Returns a value that indicates whether two `BigInteger` objects have different values
- `Inequality(BigInteger, UInt64)` - Returns a value that indicates whether a `BigInteger` value and a 64-bit unsigned integer are not equal
- `Inequality(Int64, BigInteger)` - Returns a value that indicates whether a 64-bit signed integer and a `BigInteger` value are not equal
- `Inequality(UInt64, BigInteger)` - Returns a value that indicates whether a 64-bit unsigned integer and a `BigInteger` value are not equal
- `LeftShift` - Shifts a `BigInteger` value a specified number of bits to the left
- `LessThan(BigInteger, Int64)` - Returns a value that indicates whether a `BigInteger` value is less than a 64-bit signed integer
- `LessThan(BigInteger, BigInteger)` - Returns a value that indicates whether a `BigInteger` value is less than another `BigInteger` value
- `LessThan(BigInteger, UInt64)` - Returns a value that indicates whether a `BigInteger` value is less than a 64-bit unsigned integer
- `LessThan(Int64, BigInteger)` - Returns a value that indicates whether a 64-bit signed integer is less than a `BigInteger` value
- `LessThan(UInt64, BigInteger)` - Returns a value that indicates whether a 64-bit unsigned integer is less than a `BigInteger` value
- `LessThanOrEqual(BigInteger, Int64)` - Returns a value that indicates whether a `BigInteger` value is less than or equal to a 64-bit signed integer
- `LessThanOrEqual(BigInteger, BigInteger)` - Returns a value that indicates whether a `BigInteger` value is less than or equal to another `BigInteger` value
- `LessThanOrEqual(BigInteger, UInt64)` - Returns a value that indicates whether a `BigInteger` value is less than or equal to a 64-bit unsigned integer
- `LessThanOrEqual(Int64, BigInteger)` - Returns a value that indicates whether a 64-bit signed integer is less than or equal to a `BigInteger` value
- `LessThanOrEqual(UInt64, BigInteger)` - Returns a value that indicates whether a 64-bit unsigned integer is less than or equal to a `BigInteger` value



Operators (continued)

- Modulus - Returns the remainder that results from division with two specified BigInteger values
- Multiply - Multiplies two specified BigInteger values
- OnesComplement - Returns the bitwise one's complement of a BigInteger value
- RightShift - Shifts a BigInteger value a specified number of bits to the right
- Subtraction - Subtracts a BigInteger value from another BigInteger value
- UnaryNegation - Negates a specified BigInteger value
- UnaryPlus - Returns the value of the BigInteger operand. (The sign of the operand is unchanged.)

The `Complex` structure represents a complex number. There members of this structure are listed below.

Constructors

- `Complex` - Initializes a new instance of the `Complex` structure using the specified real and imaginary values

Properties

- `Imaginary` - Gets the imaginary component of the current `Complex` object
- `Magnitude` - Gets the magnitude (or absolute value) of a complex number
- `Phase` - Gets the phase of a complex number
- `Real` - Gets the real component of the current `Complex` object

Methods

- `Abs` - Gets the absolute value (or magnitude) of a complex number
- `Acos` - Returns the angle that is the arc cosine of the specified complex number
- `Add` - Adds two complex numbers and returns the result
- `Asin` - Returns the angle that is the arc sine of the specified complex number
- `Atan` - Returns the angle that is the arc tangent of the specified complex number
- `Conjugate` - Computes the conjugate of a complex number and returns the result
- `Cos` - Returns the cosine of the specified complex number
- `Cosh` - Returns the hyperbolic cosine of the specified complex number
- `Divide` - Divides one complex number by another and returns the result
- `Equals(Complex)` - Returns a value that indicates whether the current instance and a specified complex number have the same value
- `Equals(Object)` Returns a value that indicates whether the current instance and a specified object have the same value. (Overrides `ValueType.Equals(Object)`.)
- `Exp` - Returns e raised to the power specified by a complex number



Methods (continued)

- `Finalize` Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from `Object`.)
- `FromPolarCoordinates` - Creates a complex number from a point's polar coordinates
- `GetHashCode` Returns the hash code for the current `Complex` object. (Overrides `ValueType.GetHashCode()`.)
- `GetType` Gets the `Type` of the current instance. (Inherited from `Object`.)
- `Log(Complex)` - Returns the natural (base e) logarithm of a specified complex number
- `Log(Complex, Double)` - Returns the logarithm of a specified complex number in a specified base
- `Log10` - Returns the base-10 logarithm of a specified complex number
- `MemberwiseClone` Creates a shallow copy of the current `Object`. (Inherited from `Object`.)
- `Multiply` - Returns the product of two complex numbers
- `Negate` - Returns the additive inverse of a specified complex number
- `Pow(Complex, Double)` - Returns a specified complex number raised to a power specified by a double-precision floating-point number
- `Pow(Complex, Complex)` - Returns a specified complex number raised to a power specified by a complex number
- `Reciprocal` - Returns the multiplicative inverse of a complex number
- `Sin` - Returns the sine of the specified complex number
- `Sinh` - Returns the hyperbolic sine of the specified complex number
- `Sqrt` - Returns the square root of a specified complex number
- `Subtract` - Subtracts one complex number from another and returns the result
- `Tan` - Returns the tangent of the specified complex number
- `Tanh` - Returns the hyperbolic tangent of the specified complex number
- `ToString()` Converts the value of the current complex number to its equivalent string representation in Cartesian form. (Overrides `ValueType.ToString()`.)
- `ToString(IFormatProvider)` - Converts the value of the current complex number to its equivalent string representation in Cartesian form by using the specified culture-specific formatting information
- `ToString(String)` - Converts the value of the current complex number to its equivalent string representation in Cartesian form by using the specified format for its real and imaginary parts
- `ToString(String, IFormatProvider)` - Converts the value of the current complex number to its equivalent string representation in Cartesian form by using the specified format and culture-specific format information for its real and imaginary parts

Operators

- `Addition` - Adds two complex numbers
- `Division` - Divides a specified complex number by another specified complex number
- `Equality` - Returns a value that indicates whether two complex numbers are equal
- `Explicit(BigInteger to Complex)` - Defines an explicit conversion of a `BigInteger` value to a complex number
- `Explicit(Decimal to Complex)` - Defines an explicit conversion of a `Decimal` value to a complex number
- `Implicit(Byte to Complex)` - Defines an implicit conversion of an unsigned byte to a complex number
- `Implicit(Double to Complex)` - Defines an implicit conversion of a double-precision floating-point number to a complex number
- `Implicit(Int16 to Complex)` - Defines an implicit conversion of a 16-bit signed integer to a complex number



Operators (continued)

- `Implicit(Int32 to Complex)` - Defines an implicit conversion of a 32-bit signed integer to a complex number
- `Implicit(Int64 to Complex)` - Defines an implicit conversion of a 64-bit signed integer to a complex number
- `Implicit(SByte to Complex)` - Defines an implicit conversion of a signed byte to a complex number
- `Implicit(Single to Complex)` - Defines an implicit conversion of a single-precision floating-point number to a complex number
- `Implicit(UInt16 to Complex)` - Defines an implicit conversion of a 16-bit unsigned integer to a complex number
- `Implicit(UInt32 to Complex)` - Defines an implicit conversion of a 32-bit unsigned integer to a complex number
- `Implicit(UInt64 to Complex)` - Defines an implicit conversion of a 64-bit unsigned integer to a complex number
- `Inequality` - Returns a value that indicates whether two complex numbers are not equal
- `Multiply` - Multiplies two specified complex numbers
- `Subtraction` - Subtracts a complex number from another complex number
- `UnaryNegation` - Returns the additive inverse of a specified complex number

Fields

- `ImaginaryOne` - Returns a new Complex instance with a real number equal to zero and an imaginary number equal to one
- `One` - Returns a new Complex instance with a real number equal to one and an imaginary number equal to zero
- `Zero` - Returns a new Complex instance with a real number equal to zero and an imaginary number equal to zero



The System.Numerics Namespace

→ Interfaces

Interfaces

There are no interfaces in the `System.Numerics` namespace.



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The `System.Numerics` Namespace

→ Delegates

Delegates

There are no delegates in the `System.Numerics` namespace.



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The `System.Numeric` Namespaces

→ Enumerations

Enumerations

There are no enumerations available in the `System.Numerics` namespace.



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The `System.Numerics` Namespace

→ Exceptions

Exceptions

There are no exceptions available in the `System.Numerics` namespace.



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What Next?

In *C# Programming IV-#*, we look at specific classes within specific namespaces such as the System namespace, the System.Numerics namespace, etc.



References



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- ❑ [Introducing Microsoft LINQ](#), Paolo Pialorsi and Marco Russo, Microsoft Press, ISBN:9780735623910
- ❑ [LINQ Pocket Reference](#), Joseph Albahari and Ben Albahari, O'Reilly Press, ISBN:9780596519247
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