

10 Pocket References Every .NET Developer Should Have

Joseph Albahari is a well-known author and speaker in the .NET community. He has written several books on .NET, including *C# in a Nutshell* and *WPF in a Nutshell*. He is also a co-author of the popular open source project Castle Windsor.

In this article, we will discuss 10 of the best pocket references for .NET developers. These references are all written by Albahari and are packed with useful information. They are a great resource for both new and experienced developers.



C# 10 Pocket Reference by Joseph Albahari

★★★★☆ 4.3 out of 5

Language : English

File size : 2118 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Print length : 361 pages



1. C# Pocket Reference

The *C# Pocket Reference* is a concise guide to the C# language. It covers the basics of the language, including syntax, data types, operators, and control flow. It also includes a reference to the most common C# methods and properties.

This reference is a great resource for new C# developers. It can also be a helpful reference for experienced developers who need a quick refresher on the language.

2. .NET Framework Pocket Reference

The *.NET Framework Pocket Reference* is a comprehensive guide to the .NET Framework. It covers the core namespaces and classes, as well as the most common .NET APIs. It also includes a reference to the most common .NET configuration settings.

This reference is a great resource for both new and experienced .NET developers. It can be a helpful reference for developers who need to learn more about the .NET Framework or for developers who need a quick refresher on the most common APIs.

3. WPF Pocket Reference

The *WPF Pocket Reference* is a concise guide to the Windows Presentation Foundation (WPF) framework. It covers the basics of WPF, including controls, layout, and data binding. It also includes a reference to the most common WPF methods and properties.

This reference is a great resource for both new and experienced WPF developers. It can be a helpful reference for developers who need to learn more about WPF or for developers who need a quick refresher on the most common APIs.

4. Silverlight Pocket Reference

The *Silverlight Pocket Reference* is a concise guide to the Silverlight framework. It covers the basics of Silverlight, including controls, layout, and

data binding. It also includes a reference to the most common Silverlight methods and properties.

This reference is a great resource for both new and experienced Silverlight developers. It can be a helpful reference for developers who need to learn more about Silverlight or for developers who need a quick refresher on the most common APIs.

5. ASP.NET Pocket Reference

The *ASP.NET Pocket Reference* is a concise guide to the ASP.NET web development framework. It covers the basics of ASP.NET, including controls, pages, and data access. It also includes a reference to the most common ASP.NET methods and properties.

This reference is a great resource for both new and experienced ASP.NET developers. It can be a helpful reference for developers who need to learn more about ASP.NET or for developers who need a quick refresher on the most common APIs.

6. WCF Pocket Reference

The *WCF Pocket Reference* is a concise guide to the Windows Communication Foundation (WCF) framework. It covers the basics of WCF, including services, contracts, and endpoints. It also includes a reference to the most common WCF methods and properties.

This reference is a great resource for both new and experienced WCF developers. It can be a helpful reference for developers who need to learn more about WCF or for developers who need a quick refresher on the most common APIs.

7. WF Pocket Reference

The *WF Pocket Reference* is a concise guide to the Windows Workflow Foundation (WF) framework. It covers the basics of WF, including activities, workflows, and persistence. It also includes a reference to the most common WF methods and properties.

This reference is a great resource for both new and experienced WF developers. It can be a helpful reference for developers who need to learn more about WF or for developers who need a quick refresher on the most common APIs.

8. Entity Framework Pocket Reference

The *Entity Framework Pocket Reference* is a concise guide to the Entity Framework object-relational mapping (ORM) framework. It covers the basics of Entity Framework, including entities, relationships, and queries. It also includes a reference to the most common Entity Framework methods and properties.

This reference is a great resource for both new and experienced Entity Framework developers. It can be a helpful reference for developers who need to learn more about Entity Framework or for developers who need a quick refresher on the most common APIs.

9. ADO.NET Pocket Reference

The *ADO.NET Pocket Reference* is a concise guide to the ADO.NET data access layer. It covers the basics of ADO.NET, including connections, commands, and data readers. It also includes a reference to the most common ADO.NET methods and properties.

This reference is a great resource for both new and experienced ADO.NET developers. It can be a helpful reference for developers who need to learn more about ADO.NET or for developers who need a quick refresher on the most common APIs.

10. LINQ Pocket Reference

The *LINQ Pocket Reference* is a concise guide to the Language Integrated Query (LINQ) framework. It covers the basics of LINQ, including queries, expressions, and standard query operators. It also includes a reference to the most common LINQ methods and properties.

This reference is a great resource for both new and experienced LINQ developers. It can be a helpful reference for developers who need to learn more about LINQ or for developers who need a quick refresher on the most common APIs.

Summary

These are just a few of the many pocket references that are available for .NET developers. Joseph Albahari's pocket references are a great resource for both new and experienced developers. They are concise, easy to read, and packed with useful information.

If you are a .NET developer, I encourage you to check out these pocket references. They can be a valuable resource for your development work.

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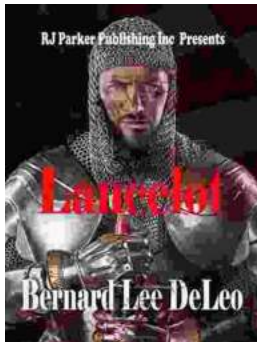
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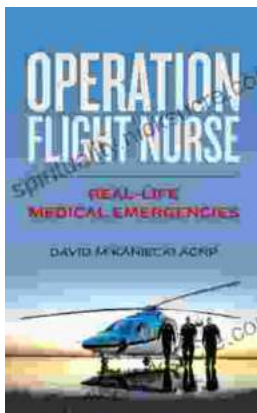


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Lancelot Bernard Lee DeLeo: A Legendary Guitarist in Modern Rock Music

Lancelot "Lanny" Bernard Lee DeLeo is a legendary guitarist and co-founder of the iconic alternative rock band Stone Temple Pilots. His exceptional musicianship,...



Operation Flight Nurse: Real Life Medical Emergencies in the Skies

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