

Advanced Programming in C#

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Once the reader has read the information provided in each chapter, and solved the related programming exercises, he or she should be able to do the following:

1. Threads

- Understand the concept of threading.
- Know how to synchronize operations.
- Know how to use the `volatile` keyword.
- Understand how and when to use Thread-Local Storage.

2. Object Serialization

- Know how to serialize to, and deserialize from, persistent storage.
- Understand how to write custom serialization code.
- Know how to use the `Serializable` and `NonSerialized` attributes.

3. Sockets

- Know how to create and use server- and client-side sockets.
- Know how to serialize data over a socket.

4. Cloning Objects

- Know how to use existing `Clone` functions and how to write new ones.
- Understand how to clone arrays, and objects of derived type.

5. Attributes

- Understand the purpose of attributes.
- Be able to use some of the standard attributes, such as `StructLayout`, `FieldOffset`, and `Obsolete`.
- Know how to use the attribute `DllImport` to get access to existing DLLs.