

Microsoft .NET Framework

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Acknowledgements

- Redmond teams
 - Microsoft Business Solutions
 - Information Worker – New Markets
 - Part I based on presentation by Brad Abrams
- Microsoft Brasil
 - University Relations
- Legal Warning
 - Opinions in this presentation do not necessarily represent those of Microsoft Corporation

Summary

- Part I – .NET Framework Overview
 - Concepts
 - Architecture
 - Features
- Part II – Application Development
 - Samples
 - Tools
- Note
 - Some concepts from C# language presented on another lecture
 - Will not explain programming language details

.NET Framework Overview

Microsoft .NET Framework - Part I

Definition

- Old

- .NET is the Microsoft platform for XML Web services.

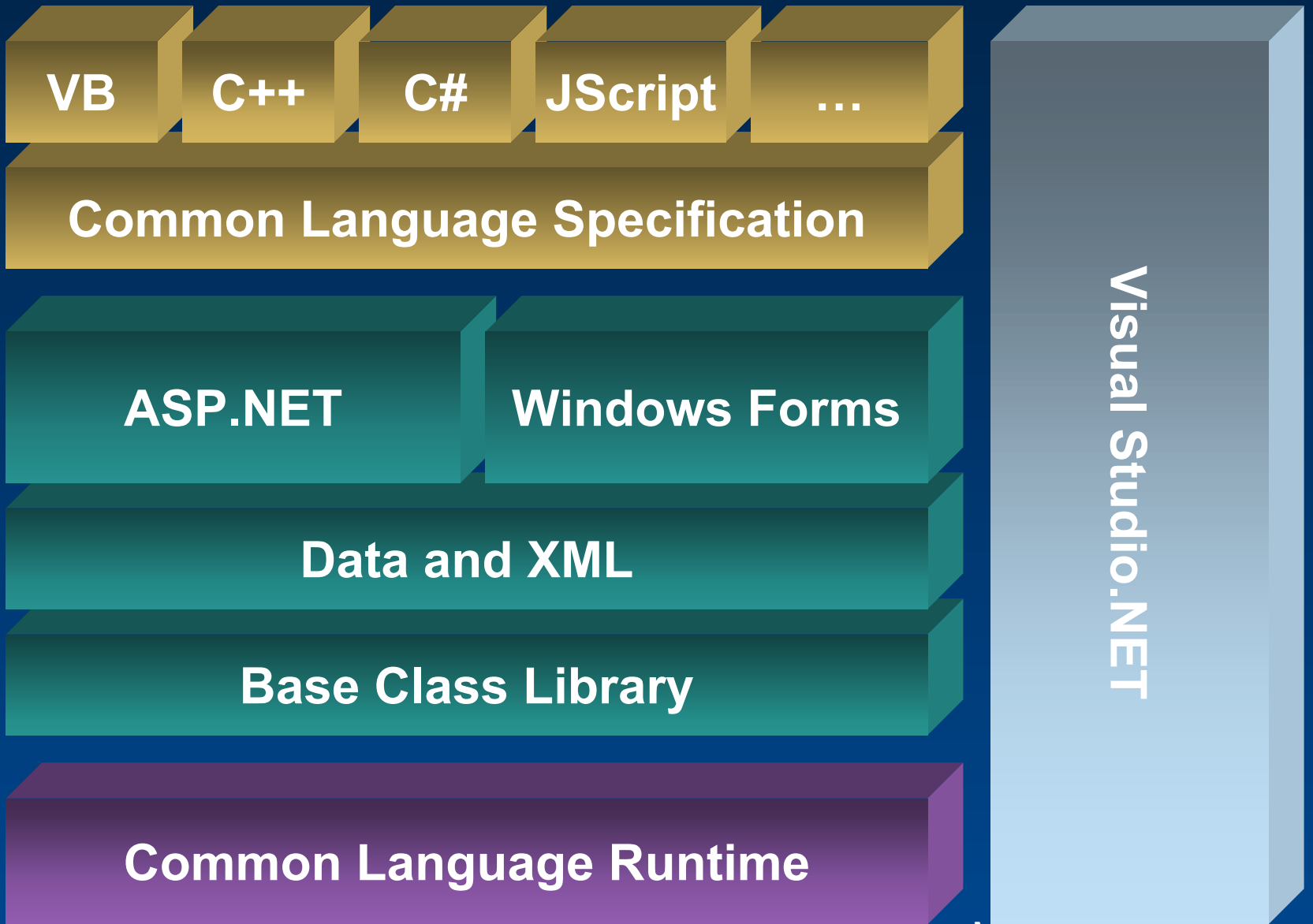
- New

- .NET is the set of Microsoft technologies for connecting your world of information, people, systems, and devices.
.NET is infused into the Microsoft platform providing the ability to build, host, deploy and consume XML Web service connected solutions.

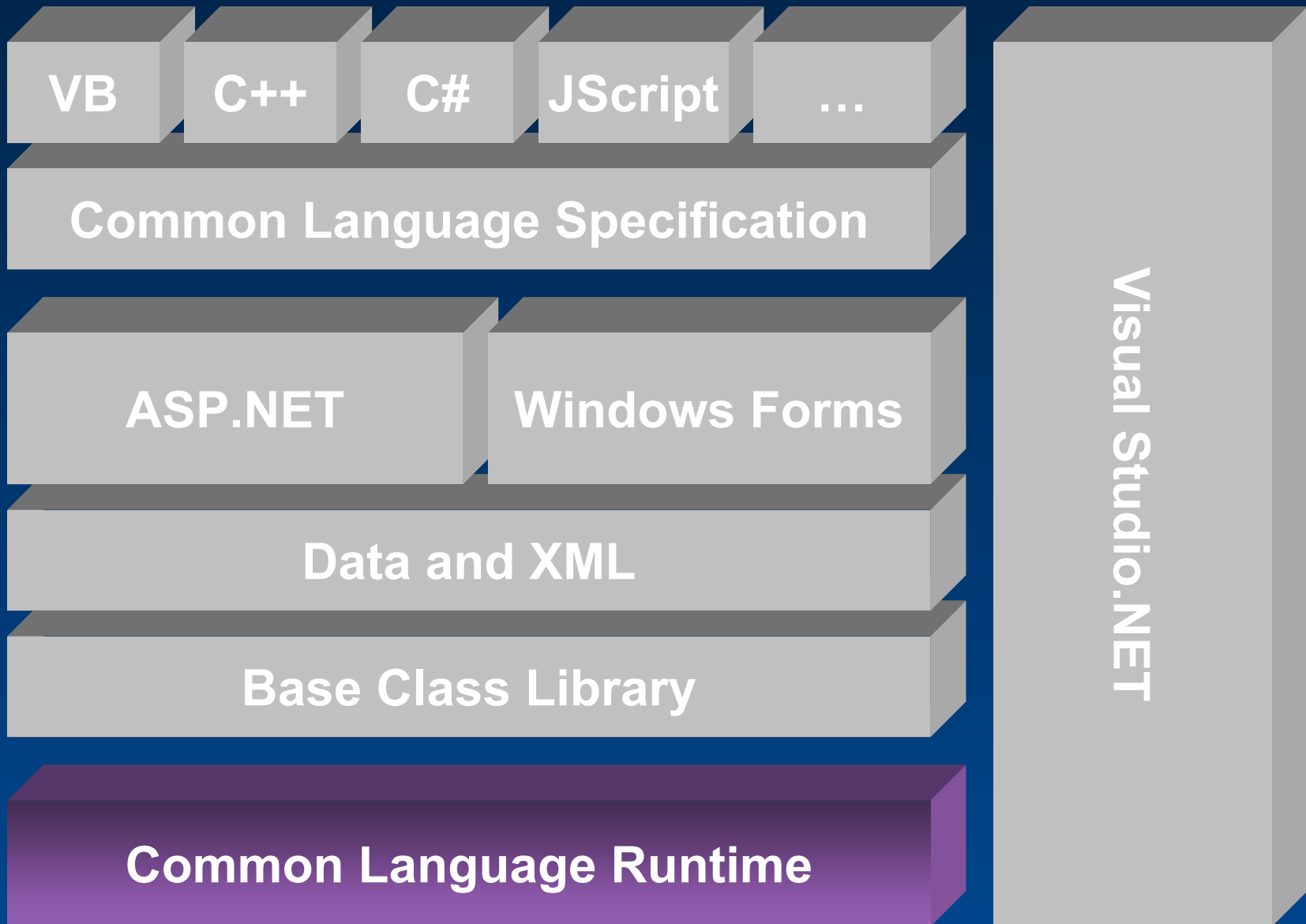
Design Goals

- Simplified development
- Unified programming models
- Web standards and best practices
- Simple to deploy, run, & maintain

Framework, Languages, And Tools



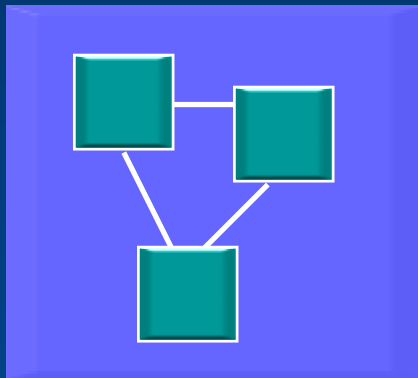
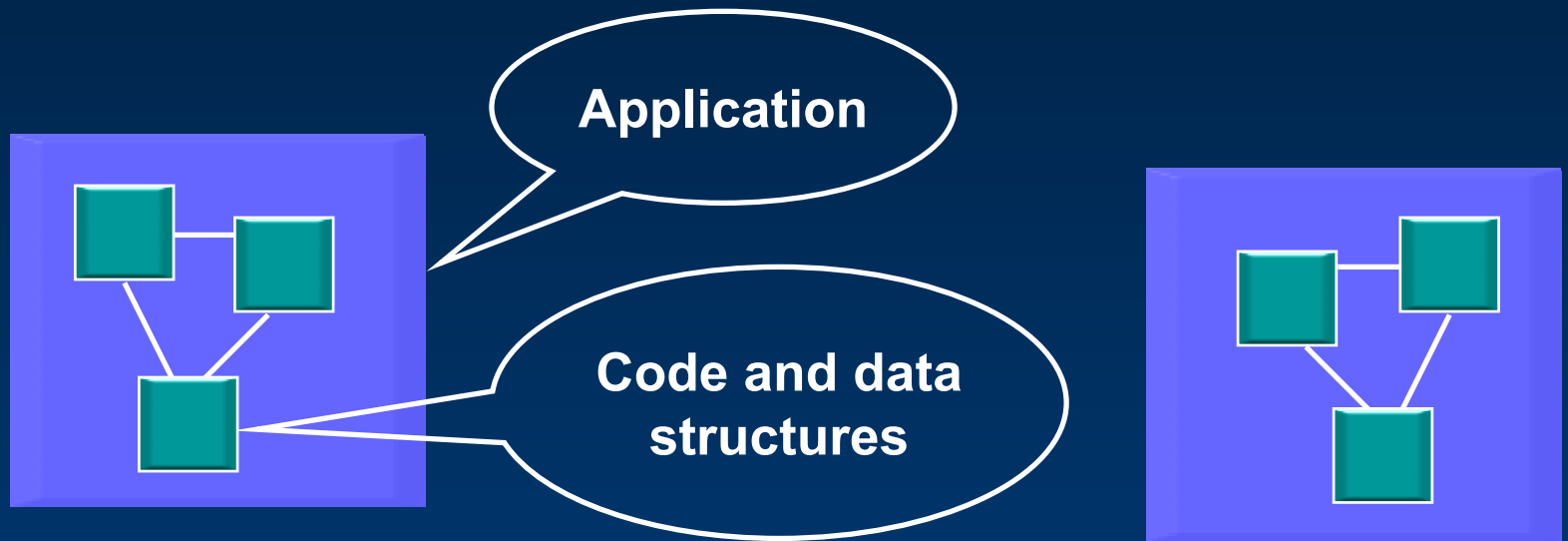
Framework, Languages, And Tools



CLR Design Goals

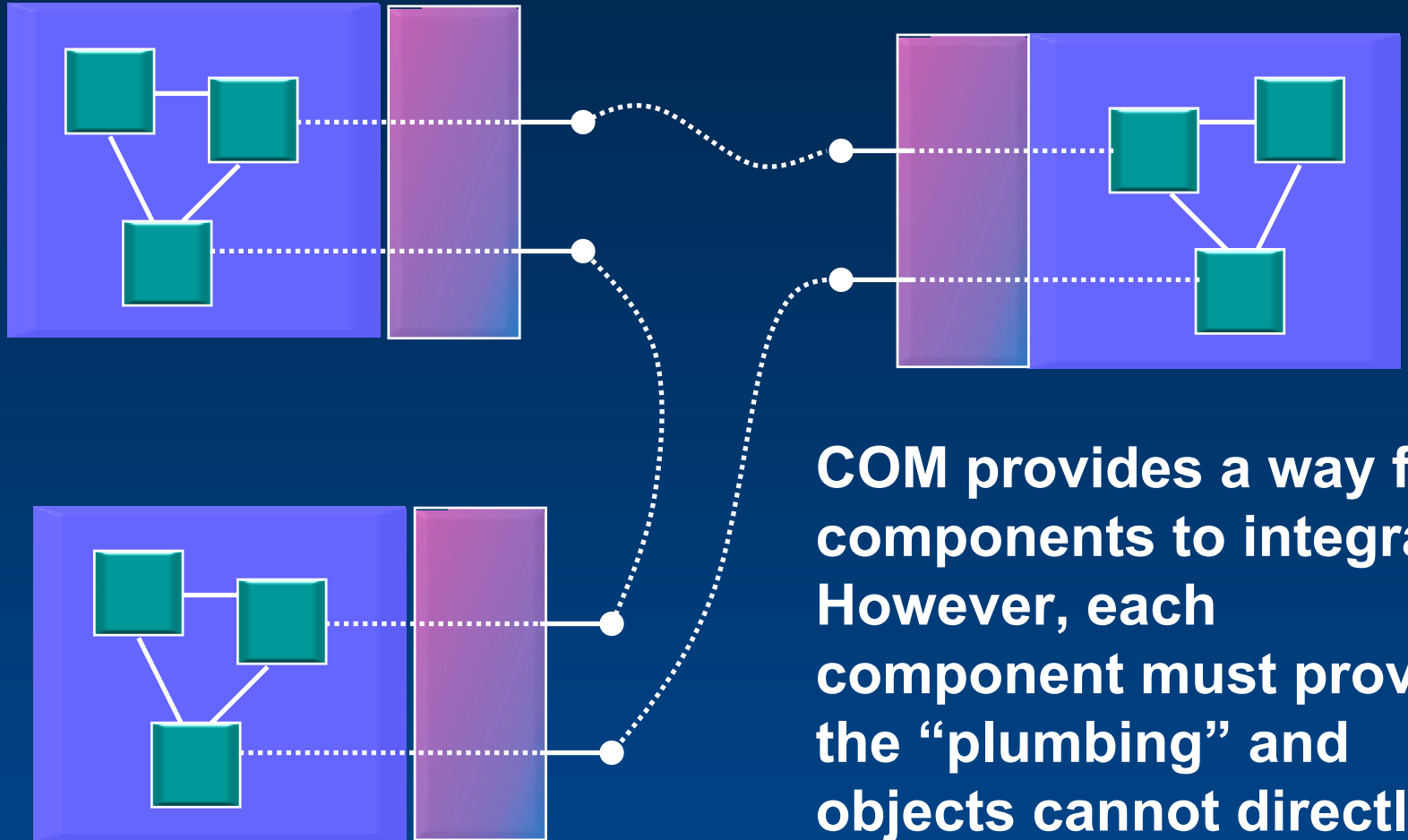
- Dramatically simplify application development
- Provide a robust and secure execution environment
- Support multiple programming languages
- Simplify deployment and management

The .NET Evolution



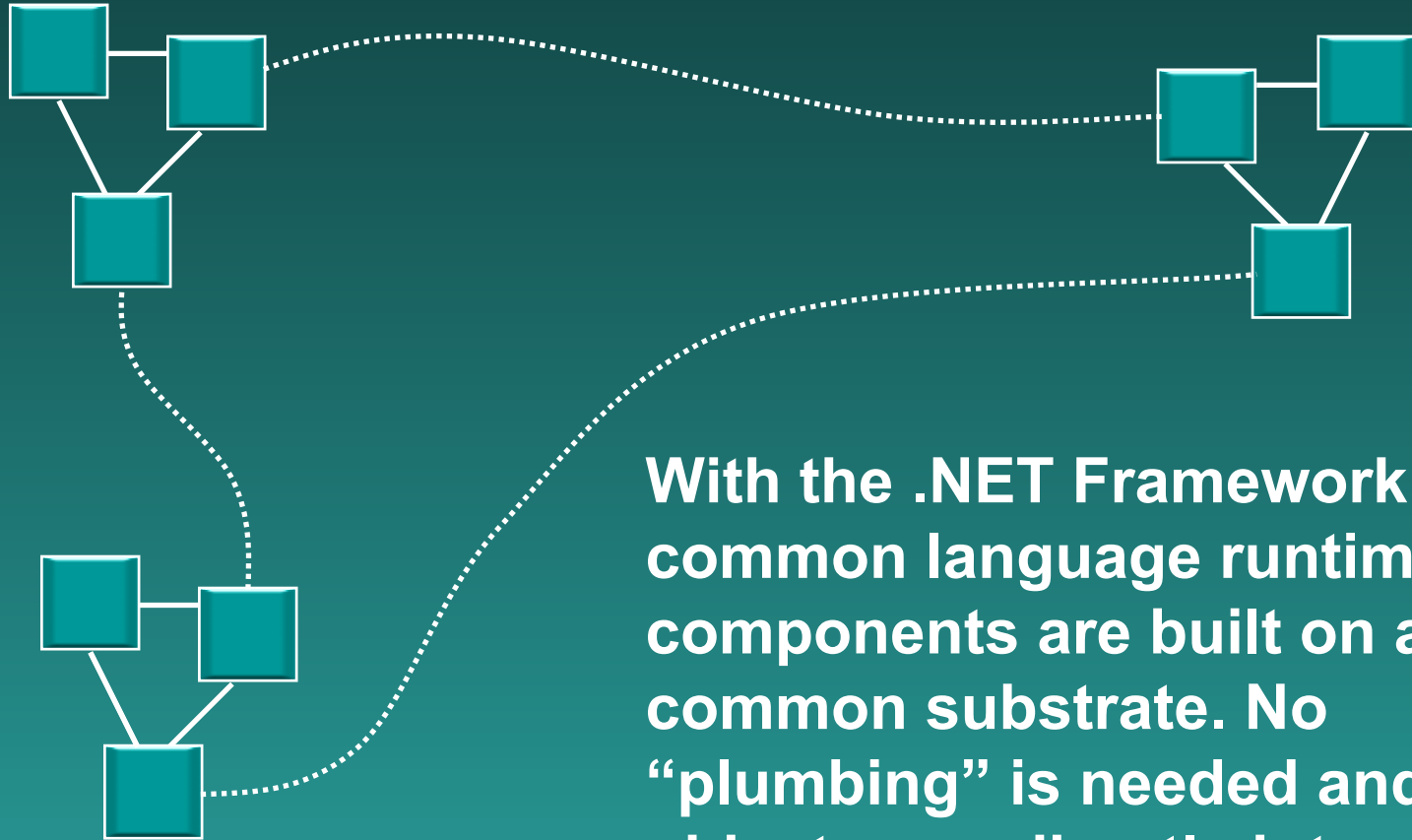
Before COM, applications were completely separate entities with little or no integration

The .NET Evolution



COM provides a way for components to integrate. However, each component must provide the “plumbing” and objects cannot directly interact.

The .NET Evolution



**With the .NET Framework
common language runtime,
components are built on a
common substrate. No
“plumbing” is needed and
objects can directly interact**

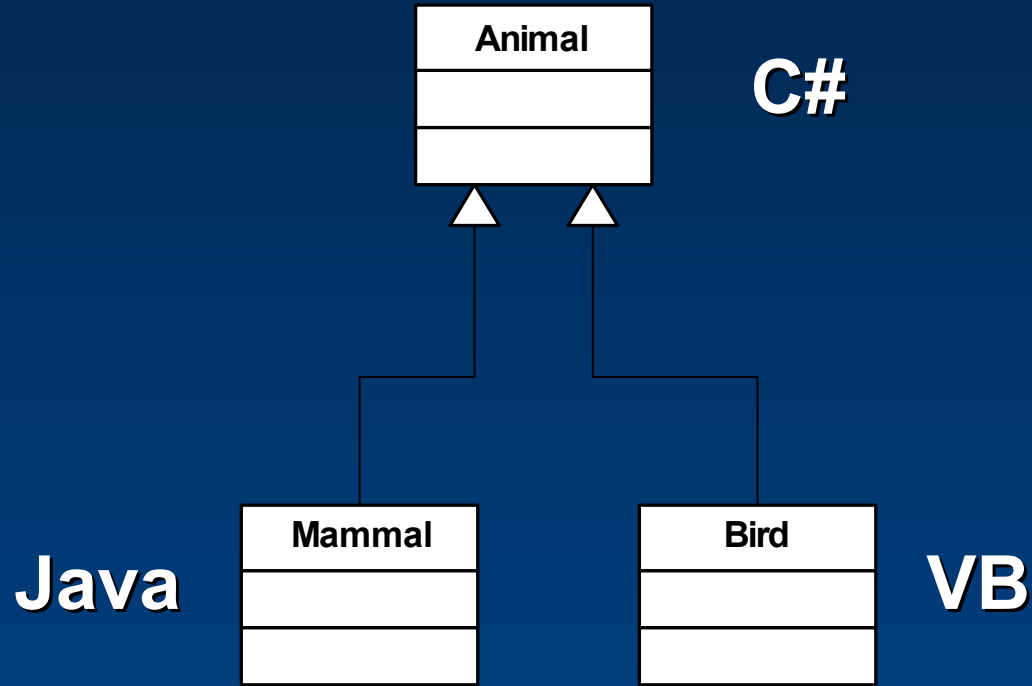
Simplify Development

- Completely eliminates COM plumbing
- No more...
 - Registration => self described apps
 - GUIDs => hierarchical namespaces
 - .IDL files => unified object model
 - HRESULTs => structured exceptions
 - IUnknown => common root object
 - AddRef/release => garbage collector
 - CoCreateInstance => "new" operator

Simplify Development

- Common Type System
 - Common instance and type definition
- Enables clean OO programming
 - Classes and Interfaces
 - Constructors, Properties, Methods
 - Cross language inheritance

Inheritance



Common Language Runtime

Base Class Library Support

Thread Support

COM Marshaler

Type Checker

Exception Manager

Security Engine

Debug Engine

**IL to Native
Compilers**

**Code
Manager**

**Garbage
Collector**

Class Loader

Compilation and Execution

Compilation

Source
Code



Language
Compiler



Code

Metadata

Native
Code



JIT
Compiler



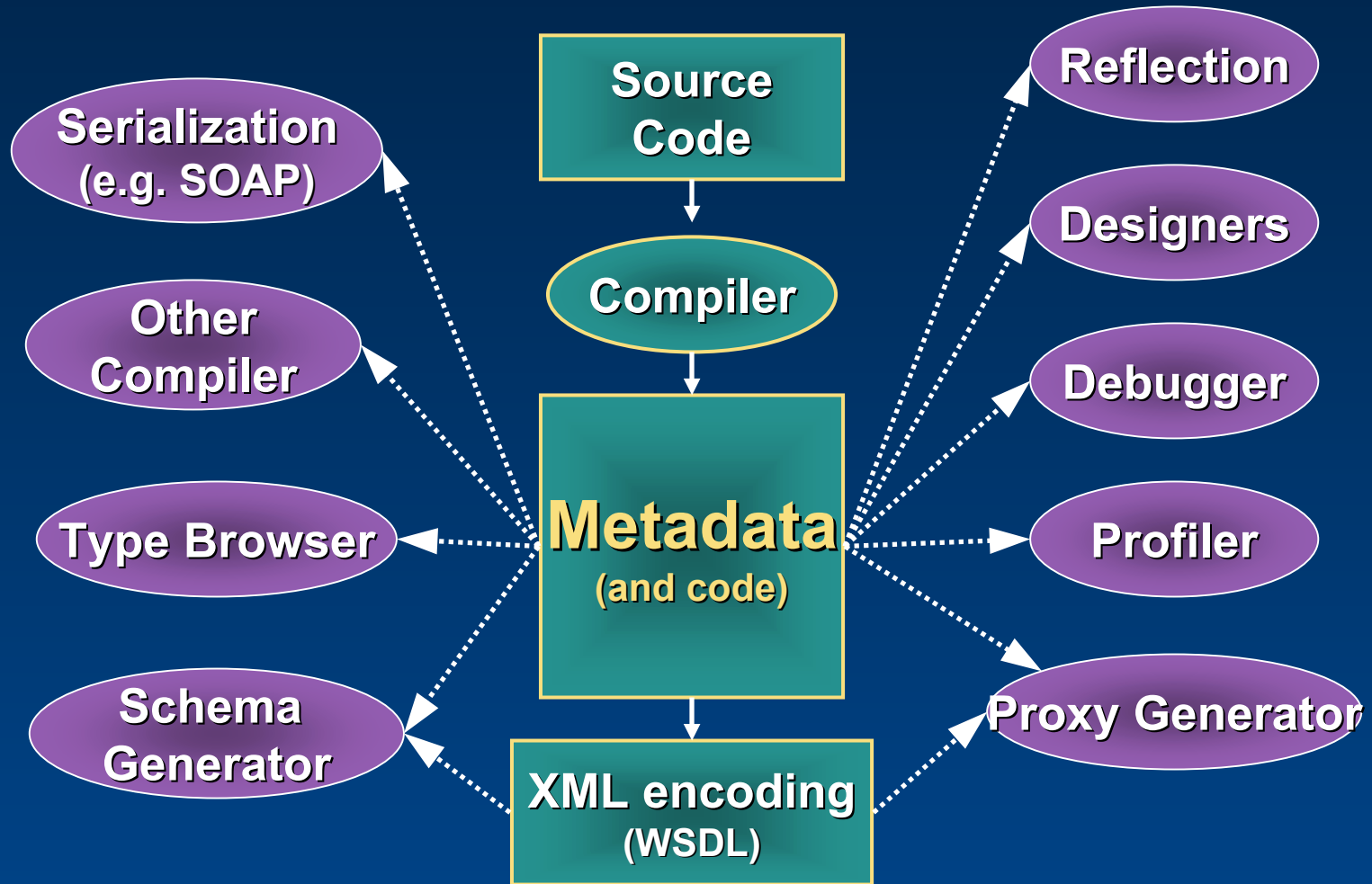
Execution

*Before installation or
the first time each
method is called*

Metadata

- Key to simpler programming model
- Generated automatically
 - Stored with code in executable file (.dll or .exe)
 - Uses existing COFF format
 - Via existing extension mechanism
 - Stored in binary format
- Convertible to/from XML Schema
- Convertible to/from COM type libraries

Metadata: Creation And Use



Robust And Secure

- Automatic lifetime management
 - All .NET objects are garbage collected
 - No stray pointers, no circular references
 - Multi-generational mark-and-compact GC
 - Self configuring, dynamically tuned
- Exception handling
 - Error handling is a 1st class concept (not bool or HRESULTs)
 - Dramatically improved error reporting
 - Integrated with windows SEH

Robust And Secure

- Native code compilation
 - MSIL
 - No interpreter
 - Install-time or run-time IL to native compilation
 - C++ managed extensions
- Code correctness and type-safety
 - IL can be verified to guarantee type-safety
 - No unsafe casts, no uninitialized variables, no out-of-bounds array indexing
- Evidence-based security
 - Policy grants permissions based on evidence (signatures, origin)
 - Extensible permissions and policy

Multi-language Platform

- The freedom to choose language
 - All features of .NET platform available to any .NET programming language
 - Application components can be written in multiple languages
- Highly leveraged tools
 - Debuggers, profilers, code coverage analyzers, etc. Work for all languages

Deployment And Management

- Assemblies
 - The unit of deployment, versioning, and security
 - Like DLLs, but self-describing through manifest
- Zero-impact install
 - Applications and components can be shared or private
- Side-by-side execution
 - Multiple versions of the same component can co-exist, even in the same process

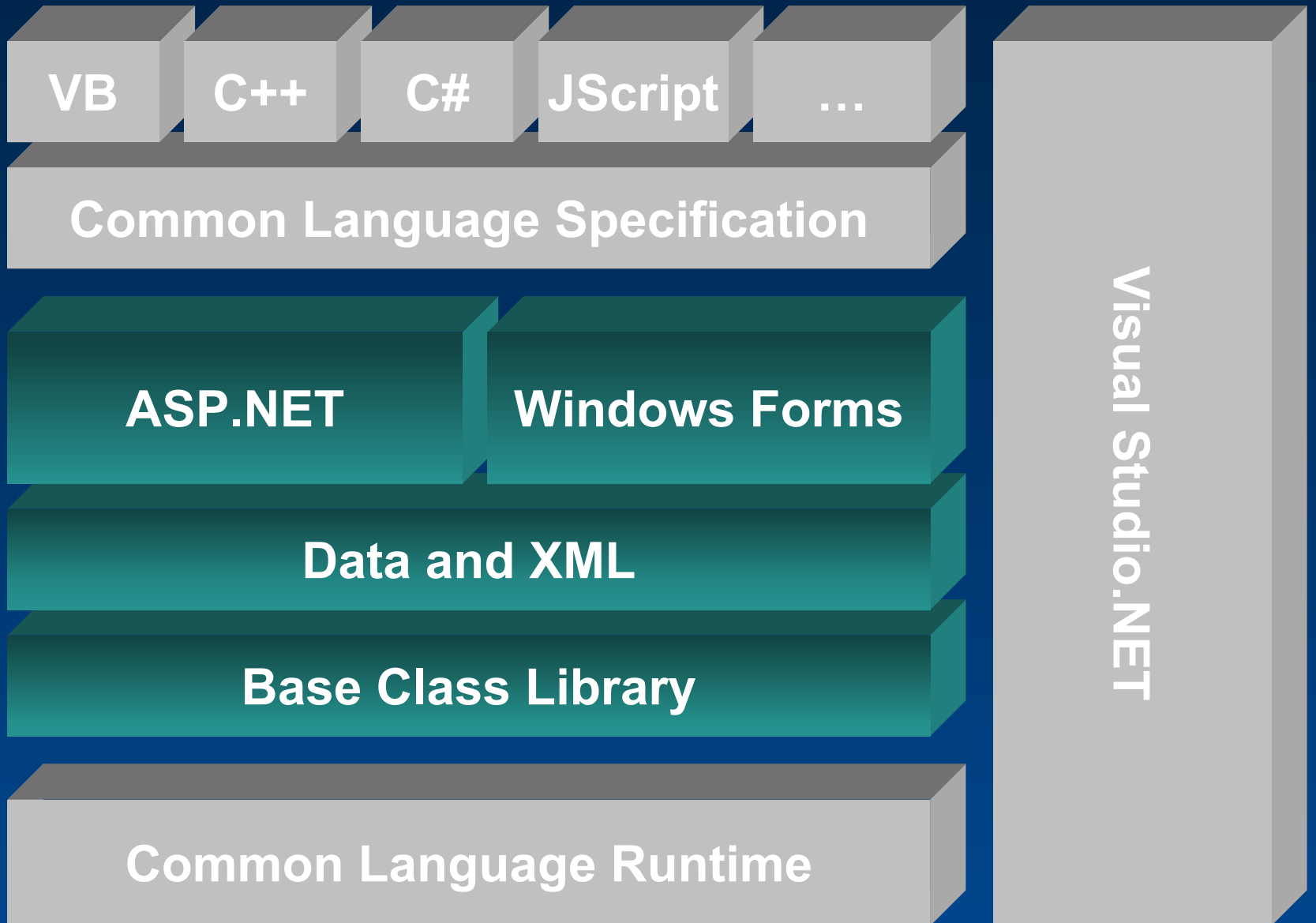
Assemblies

- Unit of deployment
 - One or more files, independent of packaging
 - Self-describing via manifest
- Versioning
 - Provided by compiler use of attributes
 - Policy per-application as well as per-machine
- Security boundary
 - Assemblies are granted permissions
 - Methods can demand proof that a permission has been granted to entire call chain
- Types named relative to assembly

Seamless Integration

- Any .NET class can be used as a COM class with zero extra work
- COM classes can be imported as .NET classes
- .NET classes utilize com+ services
 - Transactions
 - Object pooling
 - Etc...
- DLL entry points
- C++ managed extensions

Framework, Languages, And Tools



Framework Design Goals

- Make it simple to use
- Factored and extensible
- Web standards and practices as the foundation
- Unify application models

Make It Simple To Use

- Organization
 - Code organized in hierarchical namespaces and classes
- Unified type system
 - Everything is an object, no variants, one string type, all character data is Unicode
- Component Oriented
 - Properties, methods, events, and attributes are first class constructs
 - Design-time functionality

How Much Simpler?

Windows API

```
HWND hwndMain = CreateWindowEx(  
    0, "MainWClass", "Main window",  
    WS_OVERLAPPEDWINDOW | WS_HSCROLL | WS_VSCROLL,  
    CW_USEDEFAULT, CW_USEDEFAULT,  
    CW_USEDEFAULT, CW_USEDEFAULT,  
    (HWND)NULL, (HMENU)NULL, hInstance, NULL);  
ShowWindow(hwndMain, SW_SHOWDEFAULT);  
UpdateWindow(hwndMain);
```

.NET Framework

```
Form form = new Form();  
form.Text = "Main window";  
form.Show();
```

Factored And Extensible

- The Framework is not a “black box”
- Any .NET class is available for you to extend through inheritance
 - Unlike COM, you’re using and extending the class itself, not a “wrapper”
- Plug-and-play components and subsystems
- Cross-language inheritance!

Web Standards/Practices

- The .NET Framework supports
 - HTML, XML, SOAP, XSLT, XPath
- Web services enables internet scale distributed apps
 - State-full connected model does not work
 - Loosely connected web services enables scalable apps
- XML support is built in deeply
 - Data, remoting, serialization, documentation, config
- This affects everything
 - Base services, data access, UI, invocation/activation, programming model, tools

Unify Programming Models

Consistent API availability regardless of language and programming model

.NET Framework

```
graph TD; VB[VB Forms] --> NET[.NET Framework]; MFC[MFC/ATL] --> NET; ASP[ASP] --> NET; Win[Windows API] --> VB; Win --> MFC; Win --> ASP;
```

**RAD,
Composition,
Delegation**

**Subclassing,
Power,
Expressiveness**

**Stateless,
Code embedded
in HTML pages**

VB Forms

MFC/ATL

ASP

Windows API

The .NET Framework

ASP.NET

Windows Forms

Data

Xml

Base Class Library

The .NET Framework

System.Web

Services

Description

Discovery

Protocols

Caching

Configuration

UI

HtmlControls

WebControls

Security

SessionState

System.Windows.Forms

Design

ComponentModel

System.Drawing

Drawing2D

Imaging

Printing

Text

System.Data

ADO

Design

SQL

SQLTypes

System.Xml

XSLT

XPath

Serialization

System

Collections

Configuration

Diagnostics

Globalization

IO

Net

Reflection

Resources

Security

ServiceProcess

Text

Threading

Runtime

InteropServices

Remoting

Serialization

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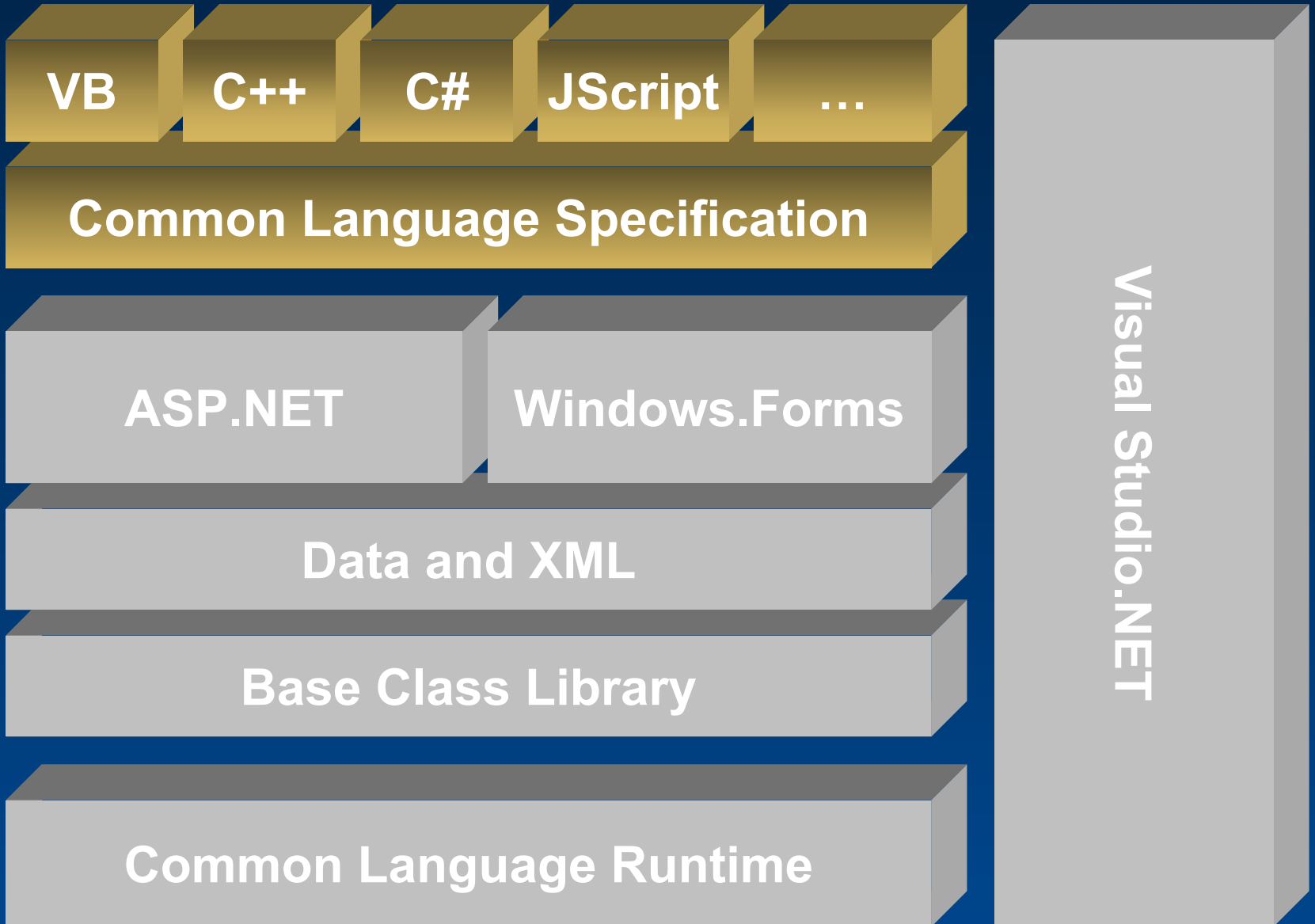
Drawing2D

Printing

Imaging

Text

Framework, Languages, And Tools



Languages

- The .NET Platform is Language Neutral
 - All .NET languages are first class players
 - You can leverage your existing skills
- Common Language Specification
 - Consumer: Can use the .NET Framework
 - Extender: Can extend the .NET Framework
- We are providing
 - VB, C++, C#, JScript
- Third-parties are building
 - APL, COBOL, Pascal, Eiffel, Haskell, ML, Oberon, Perl, Python, Scheme, Smalltalk...

Summary

- Simplified development
- Unified programming models
- Multi-language, OO platform
- Web standards and best practices
- Simple to deploy, run, & maintain

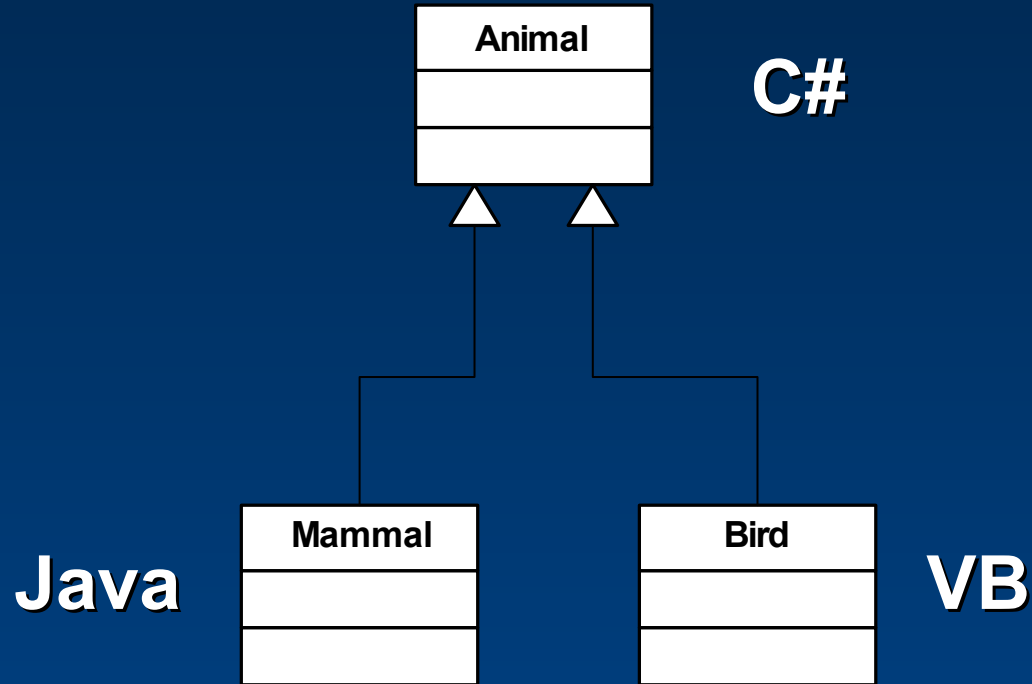
Application Development

Microsoft .NET Framework - Part II

The Tools

- Visual Studio .NET
- Command Line Tools

Inheritance



Sample Applications

- Focus on .NET Framework Concepts
 - .NET Application
 - .NET “Assembly”
 - Reuse class from C# in VB
 - ASP.NET application
 - Web Service

Of Academic Interest

- Generics for the CLR (and C#)
- Shared Source Common Language Infrastructure
 - Runs on Windows XP, the FreeBSD operating system, and Mac OS X 10.2
 - Released under a shared source initiative

New in .NET Framework 1.1

- Mobile Web Applications
- Granular Version Control: Side-by-Side Execution
- Execution of Windows Forms from the Internet
- Code Access Security for ASP.NET Applications
- Native Support for ODBC and Oracle Databases
- Unified Programming Model for Smart Client App.
- Support for IPv6
- Scalability, Performance, Documentation

Links to More Information

- msdn.microsoft.com/netframework/
- www.gotdotnet.com
- msdn.microsoft.com/net/ecma/
- research.microsoft.com/projects/clrgen
- msdn.microsoft.com/net/sscli/

Questions?

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