Posted by BlackEric on Sun, 17 Jul 2022 09:49:43 GMT

1. Internals of the POH

(Pinned Object Heap). Since this is a user facing feature (and there aren't that many of those in GC) I've been meaning to write about it but didn't get around till now. In this blog entry I'll explain the internals of it, partly because if you understand them it'll make it easier to reason about scenarios that I don't already cover; partly just because I know people who read my blog tend to

.NET 7 Preview 5 – Generic Math

AvaloniaUI)

Posted by BlackEric on Sun, 14 Aug 2022 18:36:48 GMT

Posted by BlackEric on Sun, 28 Aug 2022 18:38:31 GMT

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Posted by BlackEric on Sat, 17 Sep 2022 20:34:34 GMT

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Performance Improvements in .NET 7

heels of similar posts for .NET 5, .NET Core 3.0, .NET Core 2.1, and .NET Core 2.0. I enjoy writing these posts and love reading developers' responses to them. One comment in

particular last year resonated with me. The commenter cited the Die Hard movie quote, "'When Alexander saw the breadth of his domain, he wept for there were no more worlds to conquer'," and questioned whether .NET performance improvements were similar. Has the well run dry? Are there no more "[performance] worlds to conquer"? I'm a bit giddy to say that, even with how fast .NET 6 is, .NET 7 definitively highlights how much more can be and has been done.

Posted by BlackEric on Sat, 17 Sep 2022 20:36:40 GMT
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Asynchronous Events in C#

Posted by BlackEric on Mon, 26 Dec 2022 20:36:27 GMT
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Chat GPT in VB.NET and C#

least amount of code.

Posted by BlackEric on Sat, 27 May 2023 19:22:44 GMT
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How Async/Await Really Works in C#.