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Mohammed Abu-Hadhoud





Programming - Level 2

Windows Registry

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Mohammed Abu-Hadhoud MBA, PMOC, PgMP®, PMP®, PMI-RMP®, CM, ITILF, MCPD, MCSD

What is Windows Registry?

- The Windows Registry is a <u>hierarchical database</u> <u>that stores configuration settings and options</u> <u>on Microsoft Windows operating systems.</u>
- It's used to store information about the system, applications, and user preferences.
- In C#, you can interact with the Windows Registry using the <u>Microsoft.Win32 namespace</u>.



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key aspects of the Windows Registry:

- 1. <u>Hierarchy:</u> The Registry is organized into <u>keys, subkeys, and</u> <u>values,</u> forming a hierarchical structure. Keys are analogous to folders, subkeys are subfolders, and values are the actual data or configuration settings.
- 2. <u>Centralized Configuration</u>: The Registry consolidates system and application settings, making it a centralized location for configuration information. This centralized approach helps ensure consistency and allows for easy retrieval and modification of settings.
- 3. <u>System and User Settings</u>: The Registry stores both systemwide settings (applicable to all users) and user-specific settings. User-specific settings are stored in "HKEY_CURRENT_USER," while system-wide settings are stored in various other root keys like "HKEY_LOCAL_MACHINE."



key aspects of the Windows Registry:

4. Start-up Configuration: The Registry is used to store information about programs and services that start automatically when the system boots. This includes settings related to startup programs and services.

"HKEY_CURRENT_USER\Software\Microsoft\Windows\CurrentVersion\Run"

5. Hardware Configuration: Information about installed hardware components, device drivers, and their configurations is stored in the Registry. This includes details about connected devices, hardware settings, and driver configurations.



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Be Careful:

• Modifying the Windows Registry can have significant consequences, so it's crucial to be careful and ensure that you have the necessary permissions. Always back up the Registry before making any changes.



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Serialization Formats in C#:

- **Binary Serialization:** This format is efficient but not human-readable.
- It's suitable for saving object state within the same platform.
- Library to use: System.Runtime.Serialization.Formatters.Binary



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Serialization Formats in C#:

- XML Serialization: Objects are serialized into XML format, which is both human-readable and platform-independent.
- XML serialization is commonly used when interoperability with other systems is required.
- •Library to use:

System.Xml.Serialization



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Serialization Formats in C#:

- JSON Serialization: Similar to XML, JSON is a human-readable and lightweight data interchange format.
- It is commonly used for web APIs and AJAX requests.
- Library to use: System.Runtime.Serialization.Json



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When to use Serialization?

- Data Persistence
- Communication Between Applications
- Cross-Language Communication
- Web Development
- Many other places.



Mohammmed Abu-Hadhoud 26+ Years of Experience MBA, PMOC, PgMPØ, PMPØ, PMI-RMPØ, CM, ITILF, MCPD, MCSD

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