
**Information technology — Object
oriented BioAPI —**

**Part 3:
C# implementation**

Technologies de l'information — Objet orienté BioAPI —

Partie 3: Mise en oeuvre de C#

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Foreword

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The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT), see www.iso.org/iso/foreword.html.

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 37, *Biometrics*.

This second edition cancels and replaces the first edition (ISO/IEC 30106-3:2016), which has been technically revised.

The main changes compared to the previous edition are as follows:

- correction of typing errors;
- addition of AnalyseQuality method.

A list of all parts in the ISO/IEC 30106 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

This document specifies an application programming interface expressed in C# language. C# is intended to be a simple, general-purpose, object-oriented programming language that is aimed at enabling programmers to quickly build a wide range of applications for the Microsoft.NET platform.

One of the advantages of using C# is that, as it is designed for the CLI (Common Language Infrastructure), it allows multiple high-level languages to be used on different computer platforms without being rewritten for specific architectures.

C# shares some features (overloading, some syntactic details) with C++ but also includes new characteristics (reference and output parameters, enumerations, unified type system). Furthermore, C# is very similar to Java (interfaces, exceptions, object-orientation), which implies that the structure of interfaces and namespaces (which is the equivalent to packages in Java language) is mostly the same as Java but, as expected, code implementation and compilation are different.

As Java implementation allows an easy use of Java BSPs, Java-based application servers or Java applets, C# is the best way to write windows desktop and web applications/services and provides an advanced and well-designed remote framework.

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