



# C# CODE STRUCTURE

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.NET CORE

*Don't start jumping into design, creating folders as they come, adding features when you think about it. Sit down for a minute, think clearly about what resources you will need, which technologies or languages you will use, and how to structure all this.*

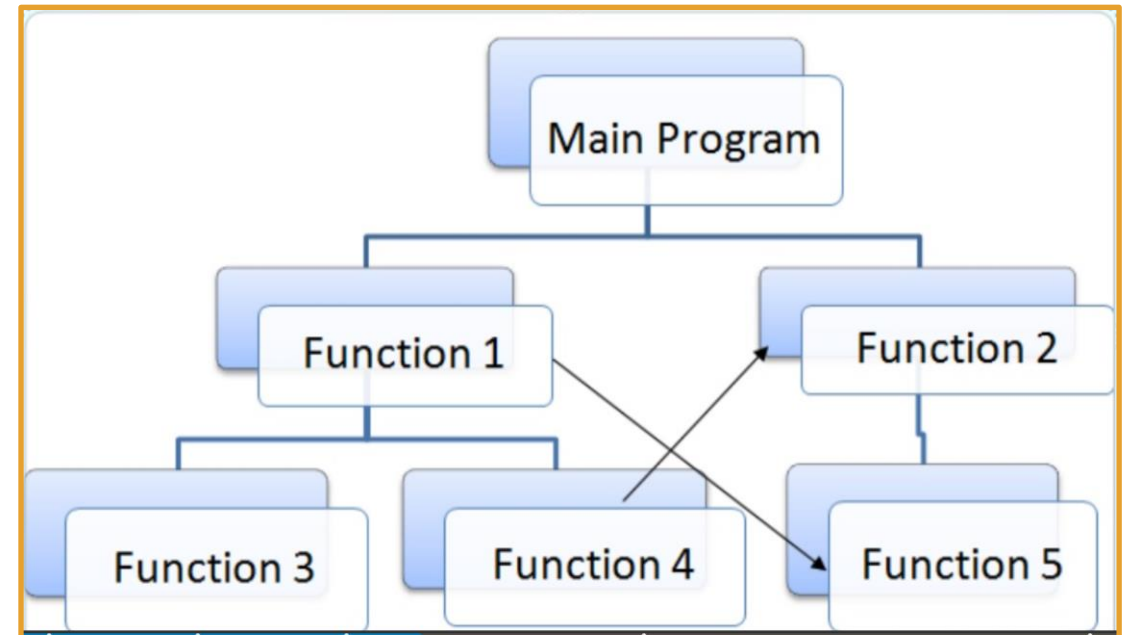
- JULIEN RIO

# Procedural Programming

[https://en.wikipedia.org/wiki/Procedural\\_programming](https://en.wikipedia.org/wiki/Procedural_programming)

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- Procedural programming is a programming paradigm derived from 'structured' programming, based on the concept of the procedure call.
- Procedures (routines, subroutines, functions, methods) contain a series of computational steps to be carried out.
- A method can be called at any point during a program's execution by other methods or by itself (recursion).



# C# Program Structure

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/program-structure>

The key organizational concepts in C# are programs, namespaces, types, members, and assemblies.

C# programs consist of one or more source files.

- Programs declare *namespaces*.
- *Namespaces* contain *types* (*classes/interfaces*).
- *Types* contain *members* (*Fields, methods, properties, events*)

When C# programs are compiled they're physically packaged into assemblies with file extensions .exe or .dll.

## C# Program Structure

```
using System;

namespace Sample
{
    class Program
    {
        static void Main()
        {
            Console.WriteLine("Hello, world");
        }
    }
}
```

C# uses braces { } to specify scopes of things

Program on the left contains

1. **namespace** Sample
2. **class** Program
3. **method** Main

# Your first Visual Studio program

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/#hello-world>

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## Hello World

- To create this program, first download and install the [.NET Core SDK](#).
- Then, execute the command `dotnet new console -o hello` to create a new program and a build script. (Alternative – Hello, World in VS.)
- The program and build script are in the files *Program.cs* and *hello.csproj*, respectively.
- In the command line, type `cd hello`.
- Build and run the application with the run command: `dotnet run`

# C# - Hello, World

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/#hello-world>

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- *Hello, World* starts with an **using** directive referencing the **System** namespace which contains the **Console** class, *I/O, Collections, and others*.
- **Namespaces** provide a hierarchical means of organizing C# programs and libraries. **Namespaces** contain *types* and other namespaces.
- “**using System**” means *Hello, World* can use **Console.WriteLine** as shorthand for **System.Console.WriteLine**.
- **System** namespace provides is provided by the **Base Class Library**, which is automatically referenced by the compiler.
- A static method named **Main** serves as the entry point of any .NET program.

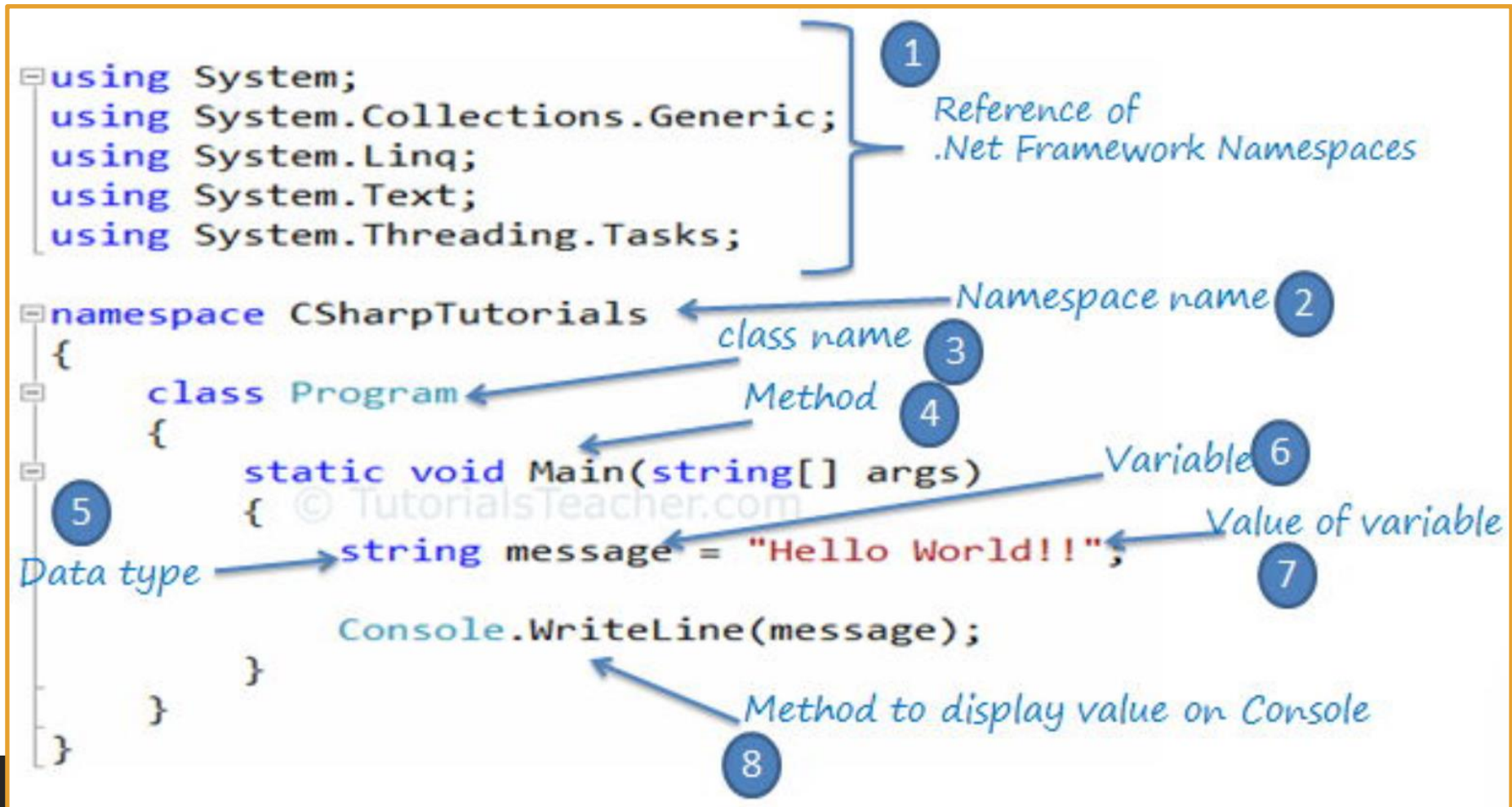
```
using System;

class Hello
{
    static void Main()
    {
        Console.WriteLine("Hello, World");
    }
}
```



# C# Program Structure

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/program-structure>



# Generic Host

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/host/generic-host?view=aspnetcore-3.1>

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- ASP.NET Core templates create a .NET Core **Generic Host** called **HostBuilder**.
- **Host** is an object that encapsulates an app's resources (Dependency Injection, Logging, Configuration).
- When a host starts, it calls **IHostedService.StartAsync** on each implementation of **IHostedService** that it finds in the DI container
- The reason for including all of an app's resources in one object is lifetime management: control over startup and shutdown.

The **host** is typically configured, built, and run by code in **Program.cs**.

The Main method:

- Calls a **CreateHostBuilder** method to
  - *create* a **builder** object and
  - *configure* a **builder** object.
- Calls **Build** and **Run** methods on **builder** object.

```
public class Program
{
    public static void Main(string[] args)
    {
        CreateHostBuilder(args).Build().Run();
    }

    public static IHostBuilder CreateHostBuilder(string[] args) =>
        Host.CreateDefaultBuilder(args)
            .ConfigureWebHostDefaults(webBuilder =>
            {
                webBuilder.UseStartup<Startup>();
            });
}
```



# Generic Host

<https://docs.microsoft.com/en-us/aspnet/core/fundamentals/host/generic-host?view=aspnetcore-3.1>

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The *GenericHost* have default builder settings like:

- Sets the content *root* to the path returned by *GetCurrentDirectory*.
- Enables scope validation and dependency validation when the environment is Development.

## Adds the following logging providers:

Console  
Debug  
EventSource  
EventLog (only when running on Windows)

## Loads app configuration from:

appsettings.json.  
appsettings.{Environment}.json.  
Secret Manager when the app runs in the Development environment.  
Environment variables.  
Command-line arguments.

## Loads *host* configuration from:

Environment variables prefixed with DOTNET.  
Command-line arguments.

# C# Program Structure

## A First Look

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/program-structure>

The fully qualified name of this class is **Acme.Collections.Stack**.

Class ***Stack*** contains several *members*:

A field: <ul style="list-style-type: none"><li>•top,</li></ul>	Two methods: <ul style="list-style-type: none"><li>•Push</li><li>•Pop</li></ul>	•A <u>nested</u> class: <ul style="list-style-type: none"><li>•Entry.</li></ul>
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The ***Entry*** class further contains three *members*

Two fields: <ul style="list-style-type: none"><li>•Next</li><li>•data</li></ul>	A parameterized constructor
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**Will this code compile and run?**

```
using System;
namespace Acme.Collections
{
    public class Stack
    {
        Entry top;
        public void Push(object data)
        {
            top = new Entry(top, data);
        }

        public object Pop()
        {
            if (top == null)
            {
                throw new InvalidOperationException();
            }
            object result = top.data;
            top = top.next;
            return result;
        }

        class Entry
        {
            public Entry next;
            public object data;
            public Entry(Entry next, object data)
            {
                this.next = next;
                this.data = data;
            }
        }
    }
}
```

# C# Structure – Data Types

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/types-and-variables>

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C# supports two kinds of variable ***types***:

<u>Value types</u>	<u>Reference types</u>
<p>These are the built-in primitive data types, such as char, int, and float, as well as user-defined types declared with struct. These types directly contain their data.</p>	<p>Classes and other complex data types that are constructed from the primitive types. These types contain a reference to a location in memory where the data is directly held.</p>
<pre>int i = 123;</pre>	<pre>Child child3 = new Child();</pre>

# C# Structure – Expressions

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/expressions>

<https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/operators/>

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- Expressions are constructed from *operands* and *operators*.
- Operators are: **+**, **-**, **\***, **/**, **new**
- *Operands are what the operators act upon: literals, fields, Local variables, expressions*
- Precedence of the operators controls the order in which the individual operators are evaluated. (Basically PEMDAS).

```
var a = 2 + 2 * 2;  
Console.WriteLine(a); // output: 6
```

```
var a = (2 + 2) * 2;  
Console.WriteLine(a); // output: 8
```

```
int a = 13 / 5 / 2;  
int b = 13 / (5 / 2);  
Console.WriteLine($"a = {a}, b = {b}");  
// output: a = 1, b = 6
```

# C# Structure – Statements

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/statements>

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The actions of any program are expressed using *statements*. C# uses various *statement* types.

- A *block* consists of a list of statements written between the delimiters `{ }`.
- *Declaration* used to create variables and constants.
- *Expression* statements are used to evaluate actions taken on values.
- *Selection* statements are used for “flow control”.
- *Iteration* statements include the `while`, `do`, `for`, and `foreach` statements. They repeat until a predetermined condition is met.
- *Jump* statements are used to transfer control. This group contains the `break`, `continue`, `goto`, `throw`, `return`, and `yield` statements.



# C# Structure – Block and Declaration Statements

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/statements>

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A **block** permits multiple statements to be written in contexts where a single statement is allowed. A block consists of a list of statements written between the delimiters `{ }`.

**Declaration** statements are used to declare local variables and constants.

## Local Variable Declaration

```
static void Declarations(string[] args)
{
    int a;
    int b = 2, c = 3;
    a = 1;
    Console.WriteLine(a + b + c);
}
```

## Local Constant Declaration

```
static void ConstantDeclarations(string[] args)
{
    const float pi = 3.1415927f;
    const int r = 25;
    Console.WriteLine(pi * r * r);
}
```

# C# Structure - Expression Statements

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/statements>

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**Expression statements** are used to evaluate expressions: method invocations, object allocations using the **new** operator, assignments using **=**, compound assignment operators, increment (**++**) and decrement (**--**) operations and **await** expressions.

```
static void Expressions(string[] args)
{
    int i;
    i = 123;           // Expression statement
    Console.WriteLine(i); // Expression statement
    i++;               // Expression statement
    Console.WriteLine(i); // Expression statement
}
```

# C# Structure - Selection Statements

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/statements>

**Selection** statements are used to select one of a number of possible statements for execution based on the value of some expression. This group contains the *if* and *switch* statements.

```
static void IfStatement(string[] args)
{
    if (args.Length == 0)
    {
        Console.WriteLine("No arguments");
    }
    else
    {
        Console.WriteLine("One or more arguments");
    }
}
```

```
static void SwitchStatement(string[] args)
{
    int n = args.Length;
    switch (n)
    {
        case 0:
            Console.WriteLine("No arguments");
            break;
        case 1:
            Console.WriteLine("One argument");
            break;
        default:
            Console.WriteLine($"{n} arguments");
            break;
    }
}
```

# C# Structure - Iteration Statements

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/statements>

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**Iteration** statements are used to execute repeatedly an embedded statement. This group contains the *while*, *do*, *for*, and *foreach* statements.

```
static void WhileStatement(string[] args)
{
    int i = 0;
    while (i < args.Length)
    {
        Console.WriteLine(args[i]);
        i++;
    }
}
```

```
static void ForEachStatement(string[] args)
{
    foreach (string s in args)
    {
        Console.WriteLine(s);
    }
}
```

```
static void ForStatement(string[] args)
{
    for (int i = 0; i < args.Length; i++)
    {
        Console.WriteLine(args[i]);
    }
}
```

```
static void DoStatement(string[] args)
{
    string s;
    do
    {
        s = Console.ReadLine();
        Console.WriteLine(s);
    } while (!string.IsNullOrEmpty(s));
}
```

# C# Structure - Jump Statements

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/statements>

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*Jump* statements are used to transfer control. This group contains the *break*, *continue*, *goto*, *throw*, *return*, and *yield* statements.

```
static void BreakStatement(string[] args)
{
    while (true)
    {
        string s = Console.ReadLine();
        if (string.IsNullOrEmpty(s))
            break;
        Console.WriteLine(s);
    }
}
```

```
static void ContinueStatement(string[] args)
{
    for (int i = 0; i < args.Length; i++)
    {
        if (args[i].StartsWith("/"))
            continue;
        Console.WriteLine(args[i]);
    }
}
```

```
static int Add(int a, int b)
{
    return a + b;
}
static void ReturnStatement(string[] args)
{
    Console.WriteLine(Add(1, 2));
    return;
}
```



# C# Structure – Methods

<https://docs.microsoft.com/en-us/dotnet/csharp/methods>

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A method (procedure, function) is a code block that contains a series of statements. A program calls the method and includes any required arguments. Every C# command is executed within a method.

The **Main** method is the entry point for every C# application.

Methods are declared in a **class** or **struct** by specifying a method signature that contains:

- (optional) access level
- (optional) modifiers
- Return value
- Method name
- Method parameters

```
// Anyone can call this.
public void StartEngine() { /* Method statements here */ }

// Only derived classes can call this.
protected void AddGas(int gallons) { /* Method statements here */ }

// Derived classes can override the base class implementation.
public virtual int Drive(int miles, int speed) { /* Method statements here */ return 1; }
```

# C# Structure – Method Invocation

<https://docs.microsoft.com/en-us/dotnet/csharp/methods#method-invocation>

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There are two types of methods:

*Instance* and *Static*

## Instance methods

Require an object be instantiated to be called –  
myClassInstance.doWork()

```
class TestMotorcycle : Motorcycle
{
    public override double GetTopSpeed()
    {
        return 108.4;
    }

    static void Main()
    {
        TestMotorcycle moto = new TestMotorcycle();

        moto.StartEngine();
        moto.AddGas(15);
        moto.Drive(5, 20);
        double speed = moto.GetTopSpeed();
        Console.WriteLine("My top speed is {0}", speed);
    }
}
```

# C# Structure – Method Invocation

<https://docs.microsoft.com/en-us/dotnet/csharp/methods#method-invocation>

---

There are two types of methods:

*Instance* and *Static*

## Static methods

Can be called without  
instantiating an object –  
myClassName.doWork()

```
public class Example
{
    public static void Main()
    {
        // Call with an int variable.
        int num = 4;
        int productA = Square(num);

        // Call with an integer literal.
        int productB = Square(12);

        // Call with an expression that evaluates to int.
        int productC = Square(productA * 3);
    }

    static int Square(int i)
    {
        // Store input argument in a local variable.
        int input = i;
        return input * input;
    }
}
```

# C# Structure – Classes

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/classes-and-objects>

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- Classes are the most fundamental of C#'s types.
- A class is a data structure that combines state (fields) and actions (methods and other function members) in a single unit.
- A class provides a template for *instances* of the class, known as objects.
- New classes are created using class declarations.

```
public class Point
{
    public int x, y;
    public Point(int x, int y)
    {
        this.x = x;
        this.y = y;
    }
}
```

# C# Structure – Classes

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/classes-and-objects>

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A **class** declaration starts with a header that specifies

- the attributes and modifiers of the **class**,
- the name of the **class**,
- the base **class** (if given), and
- the interfaces implemented by the **class**.

The header is followed by the **class** body, which consists of a list of member declarations written between the delimiters { and }.

```
public class Point
{
    public int x, y;
    public Point(int x, int y)
    {
        this.x = x;
        this.y = y;
    }
}
```



# C# Structure - Classes

<https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/program-structure>

The fully qualified name of this class is Acme.Collections.Stack.

Class **Stack** contains several *members*:

A field: •top,	Two methods: •Push •Pop	A <u>nested</u> class: •Entry.
-------------------	-------------------------------	-----------------------------------

The **Entry** class contains three *members*

Two fields: •Next •data	A parameterized constructor
-------------------------------	--------------------------------

```
using System;
namespace Acme.Collections
{
    public class Stack
    {
        Entry top;
        public void Push(object data)
        {
            top = new Entry(top, data);
        }

        public object Pop()
        {
            if (top == null)
            {
                throw new InvalidOperationException();
            }
            object result = top.data;
            top = top.next;
            return result;
        }

        class Entry
        {
            public Entry next;
            public object data;
            public Entry(Entry next, object data)
            {
                this.next = next;
                this.data = data;
            }
        }
    }
}
```