

# Introduction to C#

For Queer people

# Why C#

## .NET – A unified platform



# What do You need

## ► Framework

- <https://dotnet.microsoft.com/en-us/download>

## ► Editor

- <https://code.visualstudio.com/>
- <https://visualstudio.microsoft.com>

## ► By browser

- <https://dotnetfiddle.net>
- <https://www.codingame.com>
- <https://www.codewars.com>



# Dotnet CLI

```
PS /Users/[REDACTED]/SourceCode/DomEQ/lab01> dotnet
```

```
Usage: dotnet [options]
```

```
Usage: dotnet [path-to-application]
```

```
Options:
```

-h --help	Display help.
--info	Display .NET information.
--list-sdks	Display the installed SDKs.
--list-runtimes	Display the installed runtimes.

```
path-to-application:
```

```
The path to an application .dll file to execute.
```

# Dotnet CLI

```
PS /Users/[REDACTED]/SourceCode/DomEQ/lab01> dotnet new
```

The 'dotnet new' command creates a .NET project based on a template.

Common templates are:

Template Name	Short Name	Language	Tags
ASP.NET Core Web App	webapp, razor	[C#]	Web/MVC/Razor Pages
Blazor Server App	blazorserver	[C#]	Web/Blazor
Class Library	classlib	[C#], F#, VB	Common/Library
Console App	console	[C#], F#, VB	Common/Console
Windows Forms (WinForms) Appli...	winforms	[C#]	Common/WinForms
WPF Application	wpf	[C#]	Common/WPF

An example would be:

```
dotnet new console
```

Display template options with:

```
dotnet new console -h
```

Display all installed templates with:

```
dotnet new --list
```

Display templates available on NuGet.org with:

```
dotnet new web --search
```

# Dotnet CLI - new project

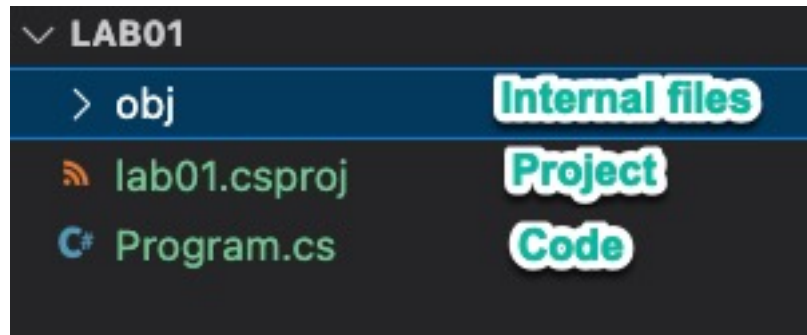
```
PS /Users/[REDACTED]/SourceCode/DomEQ/lab01> dotnet new console
The template "Console App" was created successfully.

Processing post-creation actions...
Running 'dotnet restore' on /Users/sara.wachulec/SourceCode/DomEQ/lab01/lab01.csproj...
    Determining projects to restore...
    Restored /Users/sara.wachulec/SourceCode/DomEQ/lab01/lab01.csproj (in 93 ms).
Restore succeeded.
```

# Dotnet CLI - run project

```
PS /Users/[REDACTED]/SourceCode/DomEQ/lab01> dotnet run  
Hello, World!
```

# Project structure



```
C# Program.cs U X
C# Program.cs
1 // See https://aka.ms/new-console-template for more information
2 Console.WriteLine("Hello, World!");
3
```



# Comments

```
1  
2    //Comment  
3  
4    /*  
5    Multi  
6    line  
7    comment  
8    */
```

# Variables

```
//Variables  
var someNumber = 10;  
var someFloatingPointNumber = 10.5;  
var someText = "DomEQ";  
bool someBoolean = true;
```

# Printing to console

```
//Printing to Console  
Console.WriteLine(someNumber);  
Console.WriteLine(someFloatingPointNumber);  
  
Console.ForegroundColor = ConsoleColor.Magenta;  
Console.WriteLine(someText + " is gay");  
Console.ForegroundColor = ConsoleColor.Gray;
```

# Conditionals

```
//Conditionals
Console.WriteLine("Tell me your name:");
var name = Console.ReadLine();
Console.WriteLine("Are you gay? [y/n]");
var isGayText = Console.ReadLine();

if(isGayText == "y"){
    Console.WriteLine($"{name} is gay AF");
} else {
    Console.WriteLine($"That's a shame :(");
}
```

# For loop

```
//Loops
//Blue Stripe
for(var i=0;i<10;i++)
{
    Console.ForegroundColor = ConsoleColor.Cyan;
    Console.Write("*");
}
Console.WriteLine();
```

# Colors

```
PS /Users/[REDACTED]/SourceCode/DomEQ/lab01_colors> dotnet run
=====COLORS=====

Color is set to DarkBlue
Color is set to DarkGreen
Color is set to DarkCyan
Color is set to DarkRed
Color is set to DarkMagenta
Color is set to DarkYellow
Color is set to Gray
Color is set to DarkGray
Color is set to Blue
Color is set to Green
Color is set to Cyan
Color is set to Red
Color is set to Magenta
Color is set to Yellow
Color is set to White
```

# Source Code + Presentation

[https://github.com/Atieril/DomEQ\\_CSharp](https://github.com/Atieril/DomEQ_CSharp)