Sally sat in the chair.

The chair sat on Sally.

Sat chair Sally on the.

X = Someint() \* (y – z);

X – Someint() = y – z;

Syntax

Assignment statement

Identifier\_variable = expression;

Method signature

accesstype [static] {void/datatype} userspecifiedmethodname([list of parameters])

public int Someint() //method signature

public Someint() // constructor of a class

public classname variablename

Console.Writeline(…);

System.Console namespace has static classes of which Console is one of the classes

Never had to instantiate an instance of the class to use it.

Console aconsole = new Console();

Instead you added the class name to the method

Console.Writeline(….);

One could

Using static System.Console;

When using the method of the static class

Writeline(…);

|  |  |
| --- | --- |
| Value | Reference |
| Has the actual data saved in the memory location of the variable | The actual data is locate at an address which is store in the variable location |
| Int aNum  45  02FA15 | Person aPerson  334EE1  02FA15 |

Object structure overview

