

```
using System;

namespace MyNameSpace
{
    class HelloWorld
    {
        static void Main(string[] args)
        {
            Console.WriteLine ("Hello World");
        }
    }
}
```

```
using System;

namespace AnotherNameSpace
{
    class AnotherClass
    {
        public void Func()
        {
            Console.WriteLine ("Hello World");
        }
    }
}
```

```
using AnotherNameSpace; // 你可以增加这条语句

namespace MyNameSpace
{
    class HelloWorld
    {
        static void Main(string[] args)
        {
            AnotherClass obj = new AnotherClass();
            obj.Func();
        }
    }
}
```

```
enum Weekdays
{
    Saturday, Sunday, Monday, Tuesday, Wednesday, Thursday, Friday
}
```

struct Date

```
{  
    int day;  
    int month;  
    int year;  
}
```

class Date

```
{  
    int day;  
    int month;  
    int year;  
    string weekday;  
    string monthName;  
    public int GetDay()  
    {  
        return day;  
    }  
    public int GetMonth()  
    {  
        return month;  
    }  
    public int GetYear()  
    {  
        return year;  
    }  
    public void SetDay(int Day)  
    {  
        day = Day ;  
    }  
    public void SetMonth(int Month)  
    {  
        month = Month;  
    }  
    public void SetYear(int Year)  
    {  
        year = Year;  
    }  
    public bool IsLeapYear()  
    {  
        return (year/4 == 0);  
    }  
    public void SetDate (int day, int month, int year)  
    {  
    }  
    //...  
}
```

using System;

class Date

{

public int Day{

get {

return day;

}

set {

day = value;

}

}

int day;

public int Month{

get {

return month;

}

set {

month = value;

}

}

int month;

public int Year{

get {

return year;

}

set {

year = value;

}

}

int year;

public bool IsLeapYear(int year)

{

return year%4== 0 ? true: false;

}

public void SetDate (int day, int month, int year)

{

this.day = day;

this.month = month;

this.year = year;

}

}

```
class User
{
    public static void Main()
    {
        Date date = new Date();
        date.Day = 27;
        date.Month = 6;
        date.Year = 2003;
        Console.WriteLine
            ("Date: {0}/{1}/{2}", date.Day, date.Month, date.Year);
    }
}
```

```
class MyClass
{
    const int constInt = 100; //直接进行
    readonly int myInt = 5; //直接进行
    readonly int myInt2;

    public MyClass()
    {
        myInt2 = 8;    //间接进行
    }
    public Func()
    {
        myInt = 7; //非法
        Console.WriteLine(myInt2.ToString());
    }
}
```

```
sealed class CanNotbeTheParent
{
    int a = 5;
}
```

```
public unsafe MyFunction( int * pInt, double* pDouble)
{
    int* pAnotherInt = new int;
    *pAnotherInt = 10;
    pInt = pAnotherInt;
    ...
    *pDouble = 8.9;
}
```

using System;

interface myDrawing

```
{
    int originx
    {
        get;
        set;
    }
    int originy
    {
        get;
        set;
    }
    void Draw(object shape);
}
```

class Shape: myDrawing

```
{
    int OriX;
    int OriY;

    public int originx
    {
        get{
            return OriX;
        }
        set{
            OriX = value;
        }
    }
    public int originy
    {
        get{
            return OriY;
        }
        set{
            OriY = value;
        }
    }
    public void Draw(object shape)
    {
        //... // 做要做的事
    }

    // 类自身的方法
    public void MoveShape(int newX, int newY)
    {
        //.....
    }
}
```

```
int[] array = new int[10]; // int 型一维数组
for (int i = 0; i < array.Length; i++)
    array[i] = i;
```

```
int[,] array2 = new int[5,10]; // int 型二维数组
array2[1,2] = 5;
```

```
int[,,] array3 = new int[5,10,5]; // int 型三维数组
array3[0,2,4] = 9;
```

```
int[][] arrayOfarray = new int[2]; // int 型交错数组 - 数组的数组
arrayOfarray[0] = new int[4];
arrayOfarray[0] = new int[] {1,2,15};
```

```
class Shapes: CollectionBase
{
    public void add(Shape shp)
    {
        List.Add(shp);
    }

    //indexer
    public Shape this[int index]
    {
        get {
            return (Shape) List[index];
        }
        set {
            List[index] = value ;
        }
    }
}
```

```
class Test
{
    static void Main()
    {
        int myInt = 12;
        object obj = myInt ;    // 装箱
        int myInt2 = (int) obj;  // 拆箱
    }
}
```

```
SetDay([/color]5);
//...
void SetDay(int day)
{
    //....
}
```

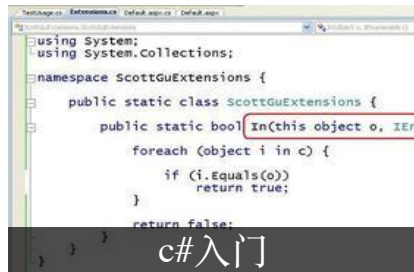
楼主，你的第一个例子调用方法，为什么还要在多加命名空间呢

因为这AnotherClass和HelloWorld不在一个命名空间里，分别在AnotherNameSpace和MyNameSpace

C# code

using AnotherNameSpace; // 你可以增加这条语句

namespace MyNameSpace



排名	计算机/处理	测试值/峰值	位置/年份
1	IBM	55800.00	Earth Simulator Center
2	Swire-Gemini/5124	40500.00	日本/2012
3	Swire-Power	33800.00	Swire National Laboratory
4	ASCI Q - AlphaServer 3850/8192	30400.00	美国/2012
5	Linux Network	2620.00	智利-智利国家实验室
6	ASCI Q - AlphaServer 3850/8192	11000.00	美国/2002
7	ASCI Q - AlphaServer 3850/8192	7200.00	智利-智利国家实验室
8	ASCI Q - AlphaServer 3850/8192	12200.00	美国/2010
9	ASCI Q - AlphaServer 3850/8192	9900.00	美国/2010
10	ASCI Q - AlphaServer 3850/8192	7200.00	美国/2010
11	ASCI Q - AlphaServer 3850/8192	6600.00	美国/2010
12	ASCI Q - AlphaServer 3850/8192	4900.00	智利-智利国家实验室
13	ASCI Q - AlphaServer 3850/8192	3200.00	美国/2010
14	ASCI Q - AlphaServer 3850/8192	700.00	智利-智利国家实验室
15	ASCI Q - AlphaServer 3850/8192	700.00	智利-智利国家实验室

