

Visual Studio/C# Getting Started

- ✓ **Classes**
- ✓ **(External) Libraries**
- ✓ **Interfaces**

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What is a class?

- Blueprint
- Contains
 - Methods
 - Fields (State)
 - Constructor
 - Properties

What is an instance?

- Build from blueprint
- Each instance with unique state
- Static state is shared

Demo

- Create a class

Interfaces

- Contract
- Group of related methods
- Contains only method signatures

Unordered

- Lists
- Generics
- Iterator Pattern
- Nuget