Literale
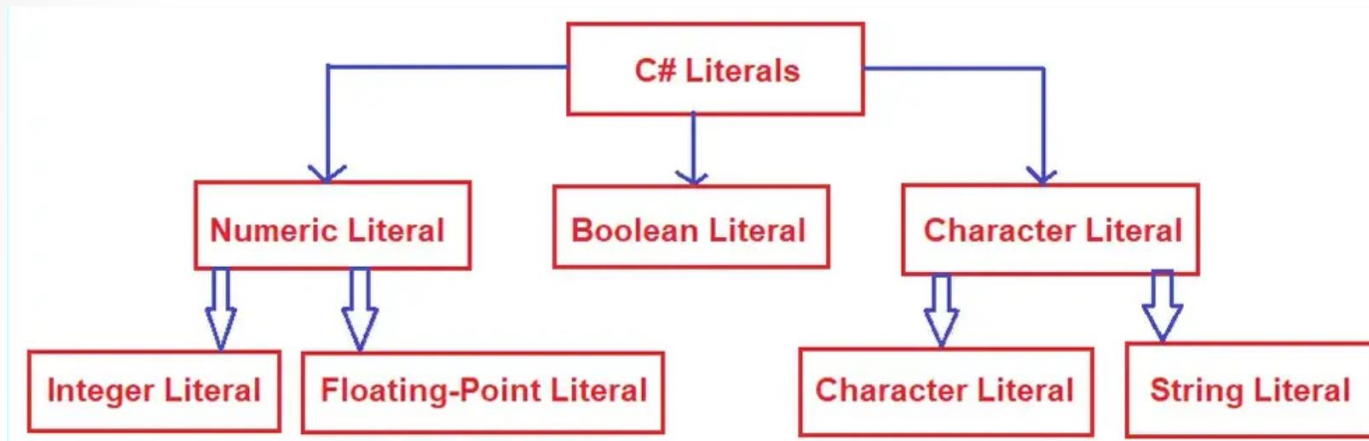
- The fixed values are called literals. The constants refer to fixed values that the program may not alter during its execution.

HTL LE🔴NDING

Integer Literals in C#:

```csharp
// Decimal literal
                //Allowed Digits: 0 to 9
int a = 101; //No suffix is required

// Hexa-Decimal Literal
                //Allowed Digits: 0 to 9 and Character a to f
int c = 0x123f; //Prefix with 0x, and suffix with f

//Binary literal
                //Allowed Digits: 0 to 1
int d = 0b1111; // //Prefix with 0b
```

HTL LE NDING

Integer Literals in C#:

```csharp
int a    = 1000;    //Integer
uint b   = 1000U;   //Unsigned Integer
long c   = 1000L;   //Long
ulong d  = 1000UL;  //Unsigned Long
```

HTL LEONDING

Floating Point Literals in C#:

```csharp
//Double Literal
double a = 10.15; //By Default Floating Point Literal is double

//Float Literal
float b = 100.72F; //Suffix with F

//Double Literal
double c = 1.45D; //Suffix with D

//Decimal Literal
decimal d = 1.44M; //Suffix with M
```

HTL LEONDING

Boolean Literals in C#:

```csharp
bool b1 = true;
bool b2 = false;
```

HTL LEONDING

Character Literals in C#:

```csharp
//Character literal using single quote
char ch1 = 'A';

//Character literal using Unicode representation
char ch2 = '\u0041';

//Escape Sequences in Character Literals
char single    = '\'';
char dquote    = '\"';
char backslash = '\\';
char alert     = '\a';
char backspace = '\b';
char formFeed  = '\f';
char newLine   = '\n';
char cr        = '\r';
char horizTab  = '\t';
char vertTab   = '\v';
```

HTL LEONDING

String Literals in C#:

```csharp
// Regular String Literals
string str1 = "This is a string literal";
string str1 = "first line\nnext line"; // new line

// Verbatim String Literals
string str3 = @"This is a string literal";
string str4 = @"first line\nnext line"; // escape is ignored

// Raw string literals
string singleLine = """Friends say "hello" as they pass by.""";
string multiLine = """
                   "Hello World!" first program.
                   """;
```