

.NET FSD Bootcamp

11th July, 2025

Title: C# Programming
Sub-Title : Operators, Understanding Errors & Debugging
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C# Language : Operators, Error Handling & Debugging

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Day-3 Index

1. Arithmetic, relational, logical, assignment operators
2. Ternary and compound assignment
3. Operator precedence
4. String operations (concatenation, interpolation)
5. Basic error handling intro (try-catch..finally)
6. Introduction to debugging and breakpoints
7. VS debugger demo: step-in/out

1. Arithmetic, Relational, Logical & Assignment Operators

Arithmetic Operators

Operator	Use	Example
+	Addition	$3 + 2 \rightarrow 5$
-	Subtraction	$3 - 2 \rightarrow 1$
*	Multiply	$3 * 2 \rightarrow 6$
/	Division	$7 / 2 \rightarrow 3$ (int)
%	Modulo	$7 \% 2 \rightarrow 1$

Relational (Comparison)

Operator	Meaning	Example
<code>==</code>	Equal to	<code>a == b</code>
<code>!=</code>	Not equal	<code>a != b</code>
<code>></code>	Greater than	<code>a > b</code>
<code><</code>	Less than	<code>a < b</code>
<code>>=</code>	Greater/equal	<code>a >= b</code>
<code><=</code>	Less/equal	<code>a <= b</code>

Logical Operators

Operator	Meaning	Example				
&&	AND	<code>a > 0 && b < 10</code>				
`		`	OR	<code>`a > 0</code>	<code>b < 10`</code>	
!	NOT	<code>!(a > 0)</code>				

Assignment Operators

```
int x = 5;  
x += 3; // same as x = x + 3
```

2. Ternary & Compound Assignment

Ternary Operator

```
int age = 20;  
string result = age >= 18 ? "Adult" : "Minor";
```

Structure: `condition ? trueValue : falseValue;`

Compound Assignment

Operator	Equivalent To
<code>+=</code>	<code>x = x + y</code>
<code>-=</code>	<code>x = x - y</code>
<code>*=</code>	<code>x = x * y</code>
<code>/=</code>	<code>x = x / y</code>

3. Operator Precedence

Precedence Order:

1. Parentheses `()`
2. Unary: `!`, `++`, `--`
3. Multiplicative: `*`, `/`, `%`
4. Additive: `+`, `-`
5. Relational: `<`, `>`, `==`, `!=`
6. Logical: `&&`, `||`
7. Assignment: `=`, `+=`, `-=`

```
int result = 2 + 3 * 4; // 2 + (3*4) = 14  
int another = (2 + 3) * 4; // 20
```

4. String Operations

Concatenation

```
string fullName = "John" + " " + "Doe";
```

Interpolation

```
string name = "Alice";  
int age = 25;  
Console.WriteLine($"Name: {name}, Age: {age}");
```

5. Basic Error Handling (try-catch)

Syntax

```
try
{
    int x = int.Parse("abc");
}
catch (FormatException ex)
{
    Console.WriteLine("Invalid number format.");
}
```

- Prevents crashes from runtime errors
- `catch` can handle specific or general exceptions

6. Introduction to Debugging & Breakpoints

Debugging Basics:

- Set **breakpoints** to pause execution
- Watch variables and step through logic

Types of Steps:

- **Step Over (F10)**: Skip into next line
- **Step Into (F11)**: Go inside called method
- **Step Out (Shift+F11)**: Exit current method

7. Demo: VS/VS Code Debugger

Steps:

1. Open a project in VS or VS Code
2. Set a **breakpoint** on a line
3. Press **F5** to **start debugging**
4. Use **F10/F11/Shift+F11** to control flow
5. Inspect **locals**, **watch**, and **call stack**

Watch Window:

- Add variables to monitor changes
- Hover to inspect values inline

8. Predict the Output Challenge

Present the following to the class:

```
int a = 10, b = 3;  
int result = a / b * b;  
Console.WriteLine(result); // ?
```

```
bool x = true;  
bool y = false;  
Console.WriteLine(x || y && false); // ?
```


9. Quiz: Spot the Operator Bug

Example Snippets:

```
int a = 10;  
if (a = 5) // wrong
```

```
string name = null;  
if (name.Length > 0) // Wrong
```

```
int x = 5;  
Console.WriteLine("Value is " + x - 1); //
```

10. Wrap-up Summary

Concept	You Learned
Operators	Arithmetic, relational, logical
Assignment & Ternary	Compound logic & decisions
Precedence	Order of execution
Strings	Combine and format data
Error Handling	<code>try-catch</code> structure
Debugging	Step through and fix logic

Q & A