*1 HOMEWORK*

# Homework 02, ISTA-220

Chapter 02, C# Step by Step

## 1 Homework

**1.1 Readings**

Read chapter 2, pages 33 – 58 in the *C# Step by Step* book.

### 1.2 Discussion Questions

Answer the discussion questions in writing for chapter 2.

1. What is a *local* variable?

**Has limited time, place, and applicability. Part of a segment of codes only when that code is executing.**

1. What is a *statement*?

**Statement is a command that performs an action.**

1. What is an *identifier*?

**Identifiers are the various names used to identify elements in a program (namespaces, classes, methods, and variables).**

1. What is a *variable*?

**Variable is a storage location that holds a value / holds temporary information.**

1. What is a *method*?

**Methods are a combination of statements / a named sequence of statements.**

1. Are primitive types and value types the same thing? See page 177.

**Yes, primitive is the first and the values are collective primitives.**

1. How are arithmetic operators and variable types related?

**The different operators operates differently.**

1. How do you turn an integer into a string?

**By using the .ToString method.**

1. How do you turn a string into an integer?

**The .NET Framework provides a method called Int32.Parse that you can use to convert a string value inter an integer.**

1. What is the difference between precedence and associativity? Give an example where this makes a difference.

**The concept of precedence is a vertical concept / high ones attrack the low association (horizontal) concept.**

1. What is the *definite assignment rule*?

**A variable must be assigned a value or it will not compile.**

1. How are the prefix and postfix increment and decrement operators evaluated differently?

**Short hand**

1. What is *string interpoation*?

**It is a common use of string concentration to generate string values that include variable values.**

14. What does the *var* keyword do?

**Dynamic**