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System.Console class

What is 'Console' class

› The "Console" is a class in "System" namespace, which provided a set of properties and methods to perform I/O operations in Console Applications (Command-Prompt Applications).

› It is a static class. So all the members of "Console" class are accessible without creating any object for the "Console" class.

› The "Console" class is a part of BCL (Base Class Library).

Members of 'Console' class

void Write(value)

› It receives a value as parameter and displays the same value in Console (Command-Prompt window).

void WriteLine(value)

› It receives a value as parameter and displays the same value in Console and also moves the cursor to the next line, after the value.

void ReadKey( )

› It waits until the user presses any key on the keyboard.

› It makes the console window wait for user's input.

void Clear( )

› It clears (make empty) the console window.

› After clearing the screen, you can display output again, using Write( ) or WriteLine( ) methods.

string ReadLine( )

› It accepts a string value from keyboard (entered by user) and returns the same

› It always returns the value in "string" type only.

› Even numbers (digits) are treated as strings.