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# Namespace BuildFromCSharpSourceCode

## Classes

[CSharp](#)

# Class CSharp








Namespace: [BuildFromCSharpSourceCode](#)

```
public class CSharp
```

## Inheritance

[object](#)  ← [CSharp](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

### Main(string[])

```
public static void Main(string[] args)
```

## Parameters

args [string](#) []

# Namespace BuildFromProject

## Namespaces

[BuildFromProject.Issue8540](#)

## Classes

[Inheritdoc.Issue6366.Class1<T>](#)

[Class1](#)

[Inheritdoc.Issue6366.Class2](#)

[Inheritdoc](#)

[Inheritdoc.Issue6366](#)

[Inheritdoc.Issue7035](#)

[Inheritdoc.Issue7484](#)

This is a test class to have something for DocFX to document.

[Inheritdoc.Issue8101](#)

[Class1.Issue8665](#)

[Class1.Issue8696Attribute](#)

[Class1.Issue8948](#)

[Class1.Test<T>](#)

## Structs

[Inheritdoc.Issue8129](#)

## Interfaces

[Inheritdoc](#)

[Class1.Issue8948](#)

## Enums

[Class1.Issue9260](#)

# Namespace BuildFromProject.Issue8540

## Namespaces

[BuildFromProject.Issue8540.A](#)

[BuildFromProject.Issue8540.B](#)

# Namespace BuildFromProject.Issue8540.A

## Classes

[A](#)

# Class A

Namespace: [BuildFromProject.Issue8540.A](#)








Assembly: BuildFromProject.dll

```
public class A
```

## Inheritance

[object](#)  ← [A](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 



# Namespace BuildFromProject.Issue8540.B

## Classes

[B](#)

# Class B

Namespace: [BuildFromProject.Issue8540.B](#)








Assembly: BuildFromProject.dll

```
public class B
```

## Inheritance

[object](#)  ← [B](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

# Class Class1

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Class1 : IClass1
```

## Inheritance

[object](#) ← [Class1](#)

## Implements

IClass1

## Inherited Members

[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Methods

### Issue1651()

Pricing models are used to calculate theoretical option values

- 1Black Scholes
- 2Black76
- 3Black76Fut
- 4Equity Tree
- 5Variance Swap
- 6Dividend Forecast

```
public void Issue1651()
```

### Issue1887()

IConfiguration related helper and extension routines.

```
public void Issue1887()
```

### Issue2623()

```
public void Issue2623()
```

## Examples

```
MyClass myClass = new MyClass();
```

```
void Update()  
{  
    myClass.Execute();  
}
```

## Remarks

For example:

```
MyClass myClass = new MyClass();
```

```
void Update()  
{  
    myClass.Execute();  
}
```

## Issue2723()

```
public void Issue2723()
```

## Remarks

### NOTE

This is a <note>. & " '

Inline <angle brackets>.

[link](#)

```
for (var i = 0; i > 10; i++) // & " '  
var range = new Range<int> { Min = 0, Max = 10 };
```

```
var range = new Range<int> { Min = 0, Max = 10 };
```

## Issue4017()

```
public void Issue4017()
```

## Examples

```
public void HookMessageDeleted(BaseSocketClient client)
{
    client.MessageDeleted += HandleMessageDelete;
}
```

```
public Task HandleMessageDelete(Cacheable<IMessage, ulong> cachedMessage, ISocketMessage)
{
    // check if the message exists in cache; if not, we cannot report what was removed
    if (!cachedMessage.HasValue) return;
    var message = cachedMessage.Value;
    Console.WriteLine($"A message ({message.Id}) from {message.Author} was removed from
        + Environment.NewLine
        + message.Content);
    return Task.CompletedTask;
}
```

## Remarks

```
void Update()
{
    myClass.Execute();
}
```

## Issue4392()

```
public void Issue4392()
```

## Remarks

```
@ "\\?\" @ "\\?\"
```

## Issue7484()

```
public void Issue7484()
```

Remarks

There's really no reason to not believe that this class can test things.

Term	Description
A Term	A Description
Bee Term	Bee Description

Issue8764<T>()

```
public void Issue8764<T>() where T : unmanaged
```

Type Parameters

T

Issue896()

Test

```
public void Issue896()
```

See Also

[Class1.Test<T>](#), [Class1](#)

Issue9216()

Calculates the determinant of a 3-dimensional matrix:

$$A = \begin{vmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{vmatrix}$$

Returns the smallest value:

$$\begin{cases} a, a < b \\ b, b > a \end{cases}$$

```
public static double Issue9216()
```

## Returns

[double](#)

## XmlCommentIncludeTag()

This method should do something...

```
public void XmlCommentIncludeTag()
```

## Remarks

This is remarks.

# Class Class1.Issue8665

Namespace: [BuildFromProject](#)








Assembly: BuildFromProject.dll

```
public class Class1.Issue8665
```

## Inheritance

[object](#)  ← [Class1.Issue8665](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Constructors

### Issue8665()

```
public Issue8665()
```

### Issue8665(int)

```
public Issue8665(int foo)
```

## Parameters

foo [int](#) 

### Issue8665(int, char)

```
public Issue8665(int foo, char bar)
```

## Parameters

foo [int](#) 

bar [char](#) 

### Issue8665(int, char, string)



```
public Issue8665(int foo, char bar, string baz)
```

## Parameters

foo [int](#)

bar [char](#)

baz [string](#)

## Properties

### Bar

```
public char Bar { get; }
```

### Property Value

[char](#)

### Baz

```
public string Baz { get; }
```

### Property Value

[string](#)

### Foo

```
public int Foo { get; }
```

### Property Value

[int](#)

# Class Class1.Issue8696Attribute

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Class1.Issue8696Attribute : Attribute
```

## Inheritance

[object](#) ← [Attribute](#) ← [Class1.Issue8696Attribute](#)

## Inherited Members

[Attribute.Equals\(object?\)](#), [Attribute.GetCustomAttribute\(Assembly, Type\)](#),  
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#),  
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#),  
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#),  
[Attribute.GetCustomAttribute\(Module, Type\)](#), [Attribute.GetCustomAttribute\(Module, Type,  
bool\)](#), [Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#),  
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#),  
[Attribute.GetCustomAttributes\(Assembly\)](#), [Attribute.GetCustomAttributes\(Assembly, bool\)](#),  
[Attribute.GetCustomAttributes\(Assembly, Type\)](#),  
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#),  
[Attribute.GetCustomAttributes\(MemberInfo\)](#), [Attribute.GetCustomAttributes\(MemberInfo,  
bool\)](#), [Attribute.GetCustomAttributes\(MemberInfo, Type\)](#),  
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#),  
[Attribute.GetCustomAttributes\(Module\)](#), [Attribute.GetCustomAttributes\(Module, bool\)](#),  
[Attribute.GetCustomAttributes\(Module, Type\)](#), [Attribute.GetCustomAttributes\(Module,  
Type, bool\)](#), [Attribute.GetCustomAttributes\(ParameterInfo\)](#),  
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#),  
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#),  
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#), [Attribute.GetHashCode\(\)](#),  
[Attribute.IsDefaultAttribute\(\)](#), [Attribute.IsDefined\(Assembly, Type\)](#),  
[Attribute.IsDefined\(Assembly, Type, bool\)](#), [Attribute.IsDefined\(MemberInfo, Type\)](#),  
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#), [Attribute.IsDefined\(Module, Type\)](#),  
[Attribute.IsDefined\(Module, Type, bool\)](#), [Attribute.IsDefined\(ParameterInfo, Type\)](#),  
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#), [Attribute.Match\(object?\)](#), [Attribute.TypeId](#),  
[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#),  
[object.ToString\(\)](#)

# Constructors

## Issue8696Attribute(string?, int, int, string[]?, bool, Type?)

```
[Class1.Issue8696("Changes the name of the server in the server list", 0, 0, null, false, null)]  
public Issue8696Attribute(string? description = null, int boundsMin = 0, int boundsMax = 0, bool validGameModes = false, bool hasMultipleSelections = false, Type? enumType = null)
```

## Parameters

description [string](#)?

boundsMin [int](#)

boundsMax [int](#)

validGameModes [string](#)[]?

hasMultipleSelections [bool](#)

enumType [Type](#)?

# Class Class1.Issue8948

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Class1.Issue8948 : Class1.IIssue8948
```








## Inheritance

[object](#)  ← [Class1.Issue8948](#)

## Implements

[Class1.IIssue8948](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

### DoNothing<T>()

Does nothing with generic type T.

```
public void DoNothing<T>()
```

## Type Parameters

T

A generic type.

# Class Class1.Test<T>

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Class1.Test<T>
```

## Type Parameters

T

## Inheritance

[object](#)  ← [Class1.Test<T>](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

# Class Inheritdoc

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Inheritdoc : IInheritdoc, IDisposable
```

## Inheritance

[object](#) ← [Inheritdoc](#)

## Implements

[IInheritdoc](#), [IDisposable](#)

## Inherited Members

[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Methods

### Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

### Issue7628()

This method should do something...

```
public void Issue7628()
```

### Issue7629()

This method should do something...

```
public void Issue7629()
```

# Class Inheritdoc.Issue6366

Namespace: [BuildFromProject](#)








Assembly: BuildFromProject.dll

```
public class Inheritdoc.Issue6366
```

## Inheritance

[object](#)  ← [Inheritdoc.Issue6366](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

# Class Inheritdoc.Issue6366.Class1<T>

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public abstract class Inheritdoc.Issue6366.Class1<T>
```








## Type Parameters

T

## Inheritance

[object](#)  ← [Inheritdoc.Issue6366.Class1<T>](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

### TestMethod1(T, int)

This text inherited.

```
public abstract T TestMethod1(T parm1, int parm2)
```

## Parameters

parm1 T

This text NOT inherited.

parm2 [int](#) 

This text inherited.

## Returns

T

This text inherited.



# Class Inheritdoc.Issue6366.Class2

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Inheritdoc.Issue6366.Class2 : Inheritdoc.Issue6366.Class1<bool>
```

## Inheritance

[object](#) ← [Inheritdoc.Issue6366.Class1<bool>](#) ← [Inheritdoc.Issue6366.Class2](#)

## Inherited Members

[Inheritdoc.Issue6366.Class1<bool>.TestMethod1\(bool, int\)](#), [object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Methods

### TestMethod1(bool, int)

This text inherited.

```
public override bool TestMethod1(bool parm1, int parm2)
```

## Parameters

parm1 [bool](#)

This text NOT inherited.

parm2 [int](#)

This text inherited.

## Returns

[bool](#)

This text inherited.

# Class Inheritdoc.Issue7035

Namespace: [BuildFromProject](#)








Assembly: BuildFromProject.dll

```
public class Inheritdoc.Issue7035
```

## Inheritance

[object](#)  ← [Inheritdoc.Issue7035](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

### A()

```
public void A()
```

### B()

```
public void B()
```

# Class Inheritdoc.Issue7484

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

This is a test class to have something for DocFX to document.

```
public class Inheritdoc.Issue7484
```

## Inheritance

[object](#) ← [Inheritdoc.Issue7484](#)

## Inherited Members

[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Remarks

We're going to talk about things now.

<a href="#">BoolReturningMethod(bool)</a>	<ul style="list-style-type: none"><li>Simple method to generate docs for.</li></ul>
<a href="#">DoDad</a>	<ul style="list-style-type: none"><li>A string that could have something.</li></ul>

## Constructors

### Issue7484()

This is a constructor to document.

```
public Issue7484()
```

## Properties

### DoDad

A string that could have something.

```
public string DoDad { get; }
```

## Property Value

[string](#)

## Methods

### BoolReturningMethod(bool)

Simple method to generate docs for.

```
public bool BoolReturningMethod(bool source)
```

## Parameters

source [bool](#)

A meaningless boolean value, much like most questions in the world.

## Returns

[bool](#)

An exactly equivalently meaningless boolean value, much like most answers in the world.

## Remarks

I'd like to take a moment to thank all of those who helped me get to a place where I can write documentation like this.

# Class Inheritdoc.Issue8101

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public class Inheritdoc.Issue8101
```

## Inheritance

[object](#) ← [Inheritdoc.Issue8101](#)

## Inherited Members

[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Methods

### Tween(float, float, float, Action<float>)

Create a new tween.

```
public static object Tween(float from, float to, float duration, Action<float> onChange
```

## Parameters

from [float](#)

The starting value.

to [float](#)

The end value.

duration [float](#)

Total tween duration in seconds.

onChange [Action](#) <[float](#)>

A callback that will be invoked every time the tween value changes.

## Returns

[object](#)

The newly created tween instance.

## Tween(int, int, float, Action<int>)

Create a new tween.

```
public static object Tween(int from, int to, float duration, Action<int> onChange)
```

### Parameters

from [int](#)

The starting value.

to [int](#)

The end value.

duration [float](#)

Total tween duration in seconds.

onChange [Action](#) <[int](#)>

A callback that will be invoked every time the tween value changes.

### Returns

[object](#)

The newly created tween instance.







# Struct Inheritdoc.Issue8129

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public struct Inheritdoc.Issue8129
```

## Inherited Members

[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Constructors

### Issue8129(string)

```
public Issue8129(string foo)
```

## Parameters

foo [string](#)

# Interface Class1.Issue8948

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public interface Class1.IIssue8948
```

## Methods

### DoNothing<T>()

Does nothing with generic type **T**.

```
void DoNothing<T>()
```

## Type Parameters

**T**

A generic type.



# Interface IInheritdoc

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public interface IInheritdoc
```

## Methods

### Issue7629()

This method should do something...

```
void Issue7629()
```

# Enum Class1.Issue9260

Namespace: [BuildFromProject](#)

Assembly: BuildFromProject.dll

```
public enum Class1.Issue9260
```

## Fields

```
Value = 0
```

This is a regular enum value.

This is a remarks section. Very important remarks about Value go here.

```
OldAndUnusedValue = 1
```

This is old and unused. You shouldn't use it anymore.

Don't use this, seriously! Use Value instead.

```
OldAndUnusedValue2 = 2
```

This is old and unused. You shouldn't use it anymore.

Don't use this, seriously! Use Value instead.

# Namespace BuildFromVBSourceCode

## Classes

[BaseClass1](#)

This is the BaseClass

[Class1](#)

This is summary from vb class...

# Class BaseClass1

Namespace: [BuildFromVBSourceCode](#)

This is the BaseClass

```
public abstract class BaseClass1
```









## Inheritance

[object](#)  ← [BaseClass1](#)

## Derived

[Class1](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.Finalize\(\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Methods

### WithDeclarationKeyword(Class1)

```
public abstract DateTime WithDeclarationKeyword(Class1 keyword)
```

## Parameters

keyword [Class1](#)

## Returns

[DateTime](#) 

# Class Class1

Namespace: [BuildFromVBSourceCode](#)









This is summary from vb class...

```
public class Class1 : BaseClass1
```

## Inheritance

[object](#)  ← [BaseClass1](#) ← [Class1](#)

## Inherited Members

[BaseClass1.WithDeclarationKeyword\(Class1\)](#), [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.Finalize\(\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Fields

### ValueClass

This is a *Value* type

```
public Class1 ValueClass
```

## Field Value

[Class1](#)

## Properties

### Keyword

```
[Obsolete("This member is obsolete.", true)]  
public Class1 Keyword { get; }
```

## Property Value

[Class1](#)

## Methods

### Value(string)

This is a *Function*

```
public int Value(string name)
```

## Parameters

name [string](#)

Name as the **String** value

## Returns

[int](#)

**Returns** Ahooo

## WithDeclarationKeyword(Class1)

What is **Sub**?

```
public override DateTime WithDeclarationKeyword(Class1 keyword)
```

## Parameters

keyword [Class1](#)

## Returns

[DateTime](#)

# Namespace CatLibrary

## Namespaces

[CatLibrary.Core](#)

## Classes

[Cat<T, K>](#)

Here's main class of this *Demo*.

You can see mostly type of article within this class and you for more detail, please see the remarks.

this class is a template class. It has two Generic parameter. they are: **T** and **K**.

The extension method of this class can refer to [ICatExtension](#) class

[CatException<T>](#)

[Complex<T, J>](#)

[ICatExtension](#)

It's the class that contains ICat interface's extension method.

This class must be **public** and **static**.

Also it shouldn't be a generic class

[Tom](#)

Tom class is only inherit from Object. Not any member inside itself.

[TomFromBaseClass](#)

*TomFromBaseClass* inherits from @

## Interfaces

[IAnimal](#)

This is **basic** interface of all animal.

[ICat](#)

Cat's interface

# Delegates

[FakeDelegate<T>](#)

Fake delegate

[MRefDelegate<K, T, L>](#)

Generic delegate with many constrains.

[MRefNormalDelegate](#)

Delegate in the namespace



# Namespace CatLibrary.Core

## Classes

[ContainersRefType.ContainersRefTypeChild](#)

[ExplicitLayoutClass](#)

[Issue231](#)

[Issue231](#)

## Structs

[ContainersRefType](#)

Struct ContainersRefType

## Interfaces

[ContainersRefType.ContainersRefTypeChildInterface](#)

## Enums

[ContainersRefType.ColorType](#)

Enumeration ColorType

## Delegates

[ContainersRefType.ContainersRefTypeDelegate](#)

Delegate ContainersRefTypeDelegate

# Class ContainersRefType.ContainersRefTypeChild

Namespace: [CatLibrary.Core](#)








Assembly: CatLibrary.Core.dll

```
public class ContainersRefType.ContainersRefTypeChild
```

## Inheritance

[object](#)  ← [ContainersRefType.ContainersRefTypeChild](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

# Class ExplicitLayoutClass

Namespace: [CatLibrary.Core](#)








Assembly: CatLibrary.Core.dll

```
public class ExplicitLayoutClass
```

## Inheritance

[object](#)  ← [ExplicitLayoutClass](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

# Class Issue231

Namespace: [CatLibrary.Core](#)








Assembly: CatLibrary.dll, CatLibrary.Core.dll

```
public static class Issue231
```

## Inheritance

[object](#)  ← [Issue231](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

### Bar(ContainersRefType)

```
public static void Bar(this ContainersRefType c)
```

## Parameters

c [ContainersRefType](#)

### Foo(ContainersRefType)

```
public static void Foo(this ContainersRefType c)
```

## Parameters

c [ContainersRefType](#)

# Struct ContainersRefType

Namespace: [CatLibrary.Core](#)

Assembly: CatLibrary.Core.dll

Struct ContainersRefType

```
public struct ContainersRefType
```

## Inherited Members

[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

## Extension Methods

[Issue231.Bar\(ContainersRefType\)](#), [Issue231.Foo\(ContainersRefType\)](#)

## Fields

### ColorCount

ColorCount

```
public long ColorCount
```

## Field Value

[long](#)

## Properties

### GetColorCount

GetColorCount

```
public long GetColorCount { get; }
```

## Property Value

[long](#)

## Methods

# ContainersRefTypeNonRefMethod(params object[])

ContainersRefTypeNonRefMethod

array

```
public static int ContainersRefTypeNonRefMethod(params object[] parmsArray)
```

## Parameters

parmsArray [object](#)[]

## Returns

[int](#)

# ContainersRefTypeEventHandler

```
public event EventHandler ContainersRefTypeEventHandler
```

## Event Type

[EventHandler](#)

# Interface ContainersRefType.ContainersRefTypeChildInterface

Namespace: [CatLibrary.Core](#)

Assembly: CatLibrary.Core.dll

```
public interface ContainersRefType.ContainersRefTypeChildInterface
```

# Enum ContainersRefType.ColorType

Namespace: [CatLibrary.Core](#)

Assembly: CatLibrary.Core.dll

Enumeration ColorType

```
public enum ContainersRefType.ColorType
```

## Fields

Red = 0

red

Blue = 1

blue

Yellow = 2

yellow



# Delegate ContainersRefType.ContainersRefTypeDelegate

Namespace: [CatLibrary.Core](#)

Assembly: CatLibrary.Core.dll

Delegate ContainersRefTypeDelegate

```
public delegate void ContainersRefType.ContainersRefTypeDelegate()
```

# Class Cat<T, K>

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

Here's main class of this *Demo*.

You can see mostly type of article within this class and you for more detail, please see the remarks.

this class is a template class. It has two Generic parameter. they are: **T** and **K**.

The extension method of this class can refer to [ICatExtension](#) class

```
[Serializable]
[Obsolete]
public class Cat<T, K> : ICat, IAnimal where T : class, new() where K : struct
```

## Type Parameters

**T**

This type should be class and can new instance.

**K**

This type is a struct type, class type can't be used for this parameter.








## Inheritance

[object](#)  ← [Cat<T, K>](#)

## Implements

[ICat](#), [IAnimal](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Extension Methods

[ICatExtension.Play\(ICat, ContainersRefType.ColorType\)](#), [ICatExtension.Sleep\(ICat, long\)](#)

## Examples

Here's example of how to create an instance of this class. As T is limited with `class` and K is limited with `struct`.

```
var a = new Cat(object, int)();  
int catNumber = new int();  
unsafe  
{  
    a.GetFeetLength(catNumber);  
}
```

As you see, here we bring in **pointer** so we need to add `unsafe` keyword.

## Remarks

Here's all the content you can see in this class.

## Constructors

### Cat()

Default constructor.

```
public Cat()
```

### Cat(T)

Constructor with one generic parameter.

```
public Cat(T ownType)
```

## Parameters

`ownType` T

This parameter type defined by class.

### Cat(string, out int, string, bool)

It's a complex constructor. The parameter will have some attributes.

```
public Cat(string nickName, out int age, string realName, bool isHealthy)
```

## Parameters

nickName [string](#)

it's string type.

age [int](#)

It's an out and ref parameter.

realName [string](#)

It's an out paramter.

isHealthy [bool](#)

It's an in parameter.

## Fields

### isHealthy

Field with attribute.

```
[ContextStatic]
[NonSerialized]
[Obsolete]
public bool isHealthy
```

### Field Value

[bool](#)

## Properties

### Age

Hint cat's age.

```
[Obsolete]
protected int Age { get; set; }
```

### Property Value

[int](#)

### Name

Ell property.

```
public string Name { get; }
```

## Property Value

[string](#)

## this[string]

This is index property of Cat. You can see that the visibility is different between `get` and `set` method.

```
public int this[string a] { protected get; set; }
```

## Property Value

[int](#)

## Methods

### CalculateFood(DateTime)

It's a method with complex return type.

```
public Dictionary<string, List<int>> CalculateFood(DateTime date)
```

## Parameters

`date` [DateTime](#)

Date time to now.

## Returns

[Dictionary](#) <[string](#), [List](#) <[int](#)>>

It's a relationship map of different kind food.

## Equals(object)

Override the method of `Object.Equals(object obj)`.

```
public override bool Equals(object obj)
```

## Parameters

obj [object](#)

Can pass any class type.

## Returns

[bool](#)

The return value tell you whehter the compare operation is successful.

## GetTailLength(int\*, params object[])

It's an `unsafe` method. As you see, `catName` is a **pointer**, so we need to add `unsafe` keyword.

```
public long GetTailLength(int* catName, params object[] parameters)
```

## Parameters

catName [int](#)\*

Thie represent for cat name length.

parameters [object](#)[]

Optional parameters.

## Returns

[long](#)

Return cat tail's length.

## Jump(T, K, ref bool)

This method have attribute above it.

```
[Conditional("Debug")]  
public void Jump(T ownType, K anotherOwnType, ref bool cheat)
```

## Parameters

ownType T

Type come from class define.

anotherOwnType K

Type come from class define.

cheat [bool](#)

Hint whether this cat has cheat mode.

## Exceptions

[ArgumentException](#)

This is an argument exception

## ownEat

Eat event of this cat

```
[Obsolete("This _event handler_ is deprecated.")]  
public event EventHandler ownEat
```

## Event Type

[EventHandler](#)

## Operators

operator +(Cat<T, K>, int)

Addition operator of this class.

```
public static int operator +(Cat<T, K> lsr, int rsr)
```

## Parameters

lsr [Cat](#)<T, K>

..

rsr [int](#)

~~

## Returns

[int](#)

Result with *int* type.

## explicit operator Tom(Cat<T, K>)

Explicit operator of this class.

It means this cat can evolve to change to Tom. Tom and Jerry.

```
public static explicit operator Tom(Cat<T, K> src)
```

## Parameters

src [Cat](#)<T, K>

Instance of this class.

## Returns

[Tom](#)

Advanced class type of cat.

## operator -(Cat<T, K>, int)

Similar with operatr +, refer to that topic.

```
public static int operator -(Cat<T, K> lsr, int rsr)
```

## Parameters

lsr [Cat](#)<T, K>

rsr [int](#)

## Returns

[int](#)



# Class CatException<T>

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

```
public class CatException<T> : Exception, ISerializable
```

## Type Parameters

T

## Inheritance

[object](#) ← [Exception](#) ← [CatException<T>](#)

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#), [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#), [Exception.GetType\(\)](#), [Exception.ToString\(\)](#), [Exception.Data](#), [Exception.HelpLink](#), [Exception.HResult](#), [Exception.InnerException](#), [Exception.Message](#), [Exception.Source](#), [Exception.StackTrace](#), [Exception.TargetSite](#), [Exception.SerializeObjectState](#), [object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#), [object.ToString\(\)](#)

# Class Complex<T, J>

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

```
public class Complex<T, J>
```

## Type Parameters

T

J

## Inheritance

[object](#)  ← [Complex<T, J>](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

# Class ICatExtension

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

It's the class that contains ICat interface's extension method.

This class must be **public** and **static**.








Also it shouldn't be a generic class

```
public static class ICatExtension
```

## Inheritance

[object](#)  ← [ICatExtension](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

### Play(ICat, ColorType)

Extension method to let cat play

```
public static void Play(this ICat icat, ContainersRefType.ColorType toy)
```

## Parameters

**icat** [ICat](#)

Cat

**toy** [ContainersRefType.ColorType](#)

Something to play

### Sleep(ICat, long)

Extension method hint that how long the cat can sleep.

```
public static void Sleep(this ICat icat, long hours)
```

## Parameters

icat [ICat](#)

The type will be extended.

hours [long](#) 

The length of sleep.

# Class Tom

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

Tom class is only inherit from Object. Not any member inside itself.

```
public class Tom
```








## Inheritance

[object](#)  ← [Tom](#)

## Derived

[TomFromBaseClass](#)

## Inherited Members

[object.Equals\(object?\)](#) , [object.Equals\(object?, object?\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object?, object?\)](#) ,  
[object.ToString\(\)](#) 

## Methods

TomMethod(Complex<TomFromBaseClass,  
TomFromBaseClass>, Tuple<string, Tom>)

This is a Tom Method with complex type as return

```
public Complex<string, TomFromBaseClass> TomMethod(Complex<TomFromBaseClass, TomFromBas
```

## Parameters

**a** [Complex](#)<[TomFromBaseClass](#), [TomFromBaseClass](#)>

A complex input

**b** [Tuple](#)  <[string](#) , [Tom](#)>

Another complex input

## Returns

[Complex](#)<[string](#) , [TomFromBaseClass](#)>

Complex [TomFromBaseClass](#)

## Exceptions

[NotImplementedException](#)↗

This is not implemented

[ArgumentException](#)↗

This is the exception to be thrown when implemented

[CatException](#)<T>

This is the exception in current documentation

# Class TomFromBaseClass

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

*TomFromBaseClass* inherits from @

```
public class TomFromBaseClass : Tom
```

## Inheritance

[object](#) ← [Tom](#) ← [TomFromBaseClass](#)

## Inherited Members

[Tom.TomMethod\(Complex<TomFromBaseClass, TomFromBaseClass>, Tuple<string, Tom>\)](#),  
[object.Equals\(object?\)](#), [object.Equals\(object?, object?\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object?, object?\)](#),  
[object.ToString\(\)](#)

## Constructors

### TomFromBaseClass(int)

This is a #ctor with parameter

```
public TomFromBaseClass(int k)
```

## Parameters

k [int](#)

# Interface IAnimal

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

This is **basic** interface of all animal.

```
public interface IAnimal
```

## Properties

### Name

Name of Animal.

```
string Name { get; }
```

### Property Value

[string](#)

### this[int]

Return specific number animal's name.

```
string this[int index] { get; }
```

### Property Value

[string](#)

## Methods

### Eat()

Animal's eat method.

```
void Eat()
```

### Eat<Tool>(Tool)

Overload method of eat. This define the animal eat by which tool.



```
void Eat<Tool>(Tool tool) where Tool : class
```

## Parameters

`tool` Tool

Tool name.

## Type Parameters

`Tool`

It's a class type.

## Eat(string)

Feed the animal with some food

```
void Eat(string food)
```

## Parameters

`food` [string](#)

Food to eat

# Interface ICat

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

Cat's interface

```
public interface ICat : IAnimal
```

## Implements

[IAnimal](#)

## Extension Methods

[ICatExtension.Play\(ICat, ContainersRefType.ColorType\)](#), [ICatExtension.Sleep\(ICat, long\)](#)

## eat

eat event of cat. Every cat must implement this event.

```
event EventHandler eat
```

## Event Type

[EventHandler](#)

# Delegate FakeDelegate<T>

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

Fake delegate

```
public delegate int FakeDelegate<T>(long num, string name, params object[] scores)
```

## Parameters

num [long](#)

Fake para

name [string](#)

Fake para

scores [object](#)[]

Optional Parameter.

## Returns

[int](#)

Return a fake number to confuse you.

## Type Parameters

T

Fake para

# Delegate MRefDelegate<K, T, L>

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

Generic delegate with many constrains.

```
public delegate void MRefDelegate<K, T, L>(K k, T t, L l) where K : class, IComparable
```

## Parameters

**k** K

Type K.

**t** T

Type T.

**l** L

Type L.

## Type Parameters

**K**

Generic K.

**T**

Generic T.

**L**

Generic L.

# Delegate MRefNormalDelegate

Namespace: [CatLibrary](#)

Assembly: CatLibrary.dll

Delegate in the namespace

```
public delegate void MRefNormalDelegate(List<string> pics, out string name)
```

## Parameters

**pics** [List](#) [<string>](#)

a name list of pictures.

**name** [string](#)

give out the needed name.

# Namespace MRef

## Namespaces

[MRef.Demo](#)

# Namespace MRef.Demo

## Namespaces

[MRef.Demo.Enumeration](#)

# Namespace MRef.Demo.Enumeration

## Enums

[ColorType](#)

Enumeration ColorType



# Enum ColorType

Namespace: [MRef.Demo.Enumeration](#)

Assembly: CatLibrary.dll

Enumeration ColorType

```
public enum ColorType
```

## Fields

```
Red = 0
```

this color is red

```
Blue = 1
```

blue like river

```
Yellow = 2
```

yellow comes from desert

## Remarks

Red/Blue/Yellow can become all color you want.

## See Also

[object](#)