

ClassA.java	ClassA.cs
<pre> package org.eom.oop; public class ClassA{ private int value; public ClassA(int value){ this.value = value; } public int getValue(){ return value; } public void setValue(int value){ this.value = value; } public void print(){ System.out.println(value); } } </pre>	<pre> namespace org.eom.oop{ // not necessarily public class ClassA{ private int value; public ClassA(int value){ this.value = value; } public int getValue(){ return value; } public void setValue(int value){ this.value = value; } public void print(){ System.Console.WriteLine(value); } } } </pre>
GenericClassA.java	GenericClassA.cs
<pre> package org.eom.oop; public class GenericClassA<T>{ private T value; public GenericClassA(T value){ this.value = value; } public T getValue(){ return value; } public void setValue(T value){ this.value = value; } public void print(){ System.out.println(value); } } </pre>	<pre> namespace org.eom.oop{ // not necessarily public class GenericClassA<T>{ private T value; public GenericClassA(T value){ this.value = value; } public T getValue(){ return value; } public void setValue(T value){ this.value = value; } public void print(){ System.Console.WriteLine(value); } } } </pre>

MainClass.java	MainClass.cs
<pre> package org.eom.oop; public class MainClass { public static void main(String[] args){ System.out.println("class and generic class"); ClassA objectA = new ClassA(1); objectA.print(); objectA = new ClassA(2); objectA.print(); // GenericClassA<int> intObjectA = // new GenericClassA<int>(1); // not allowed // intObjectA.print(); // intObjectA = new GenericClassA<Integer>(2); // intObjectA.print(); GenericClassA<Integer> integerObjectA = new GenericClassA<Integer>(1); // allowed integerObjectA.print(); integerObjectA = new GenericClassA<Integer>(2); integerObjectA.print(); } } </pre>	<pre> namespace org.eom.oop{ // not necessarily class MainClass{ static void Main(string[] args){ System.Console.WriteLine("class and generic class"); ClassA objectA = new ClassA(1); objectA.print(); objectA = new ClassA(2); objectA.print(); GenericClassA<int> intObjectA = new GenericClassA<int>(1); // allowed(int is Int32) intObjectA.print(); intObjectA = new GenericClassA<int>(2); intObjectA.print(); GenericClassA<System.Int32> vInt32ObjectA = new GenericClassA<System.Int32>(1); // allowed vInt32ObjectA.print(); vInt32ObjectA = new GenericClassA<System.Int32>(2); vInt32ObjectA.print(); } } } </pre>

Java		C#	
	<code>import static java.lang.System.*;</code>		<code>using System;</code>
<code>System.out.println("example");</code>	<code>out.println("example");</code>	<code>System.Console.WriteLine("example");</code>	<code>Console.WriteLine("example");</code>
		<code>System.Int32</code>	<code>Int32</code>
<code>import java.lang.System.*; //all imports</code>			
<code>import static java.lang.System.*; //all static fields and methods</code>			