Instructions and Menus

`\n \t \' \" \\`

```
Console.WriteLine("Instructions\n\n");
Console.WriteLine("\t Press the 'n' button\n");
Console.WriteLine(" more instructions\n\n");
Console.WriteLine("Menu");
Console.WriteLine("\t1. .....\n");
        ⋮
```
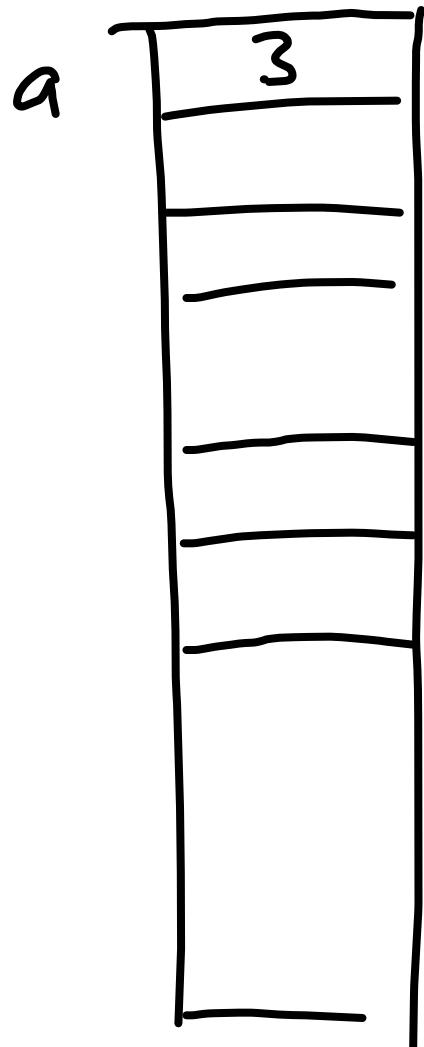
Identifiers and Variables

a

3

```
static Void Main (....)
{
    int  a = 3;



}
```

integer variables

byte = 8 bits

int $(4 \text{ bytes})^{\pm 2 \text{billion}}$

char   1 byte   -128 to 127

long

unsigned char   0 to 255

unsigned int
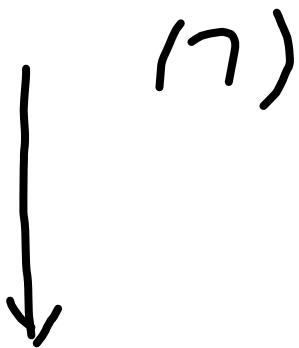
unsigned long

floating point

3.14159

double

long double

(π)

↓ more decimal places
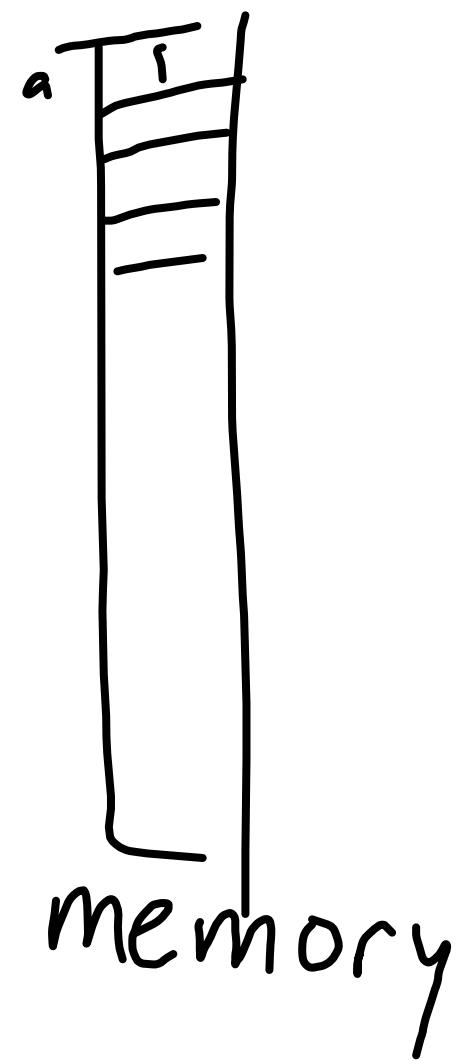
static void Main (....)   data type   identifier name

{
    int   a;   //declare variable

    double g;

    a = 1;   //initializing

                    "is assigned the value"

a [1]

memory

declaring variable   1 to 24 (?) char

(variable) } start w/ character or ___
identifier   (case sensitive)   Underscore
name
         then can have characters,
                        numbers,
                        underscore

int _32;
double quotient;
     double 123; // illegal
suggestion → use relevant, readable names

       no spaces

keywords

int <u>for</u>; // for keyword
    ↑ keyword
int fortune; // good var. name

output var to screen
constants
char → more ...
"type" → vocab