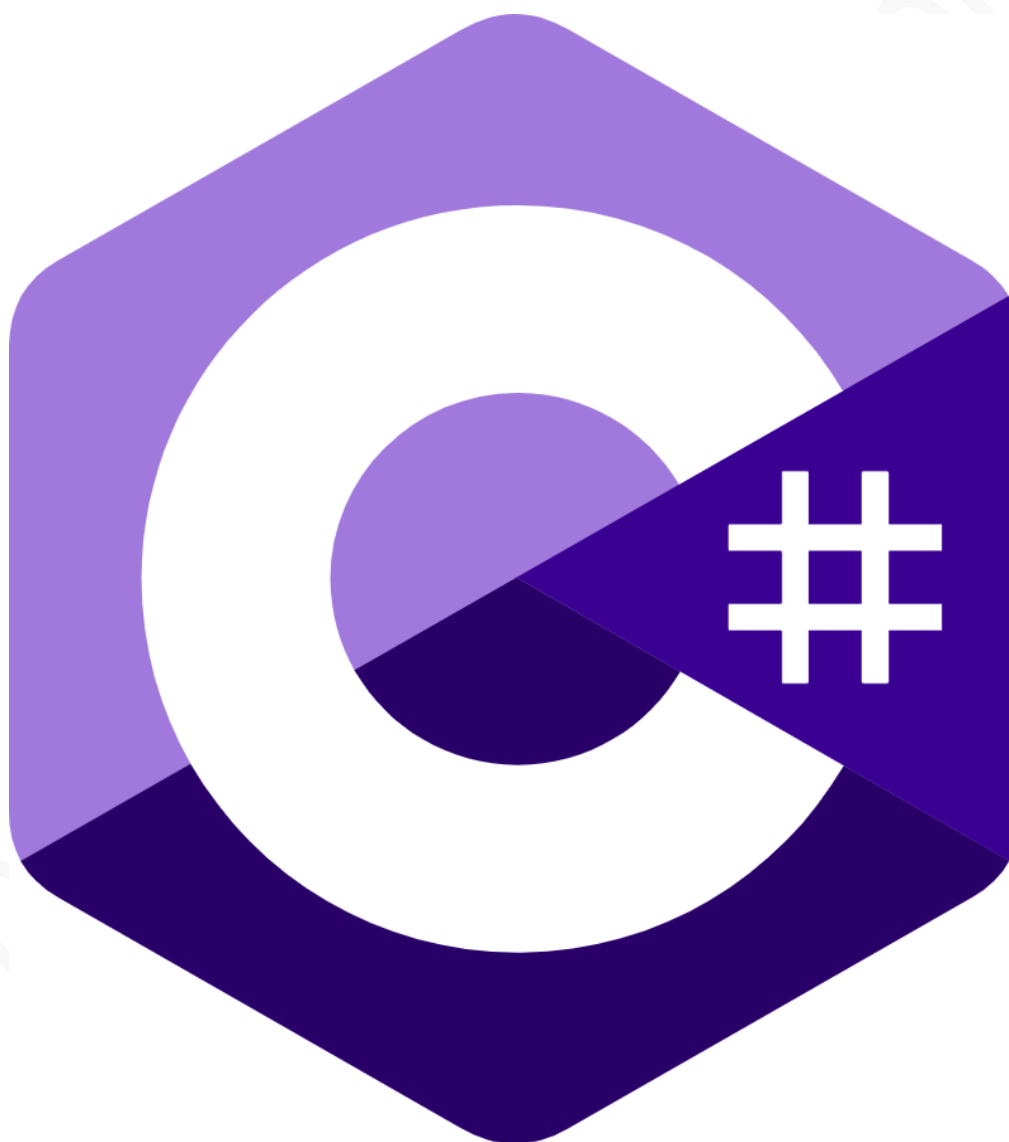


# LẬP TRÌNH C# - SOLOLEARN

Student : Green Wolf

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# 1. Basic Concepts

## 1. What is C#?

### Welcome to C#

C# is an elegant object-oriented language that enables developers to build a variety of secure and robust applications that run on the **.NET Framework**.

You can use C# to create Windows applications, Web services, mobile applications, client-server applications, database applications, and much, much more.

*You will learn more about these concepts in the upcoming lessons!*

### C# applications run:

on the .NET Framework

using Java

only on Linux

### The .NET Framework

The .NET Framework consists of the **Common Language Runtime (CLR)** and the .NET Framework **class library**.

The **CLR** is the foundation of the .NET Framework. It manages code at execution time, providing core services such as memory management, code accuracy, and many other aspects of your code.

The **class library** is a collection of classes, interfaces, and value types that enable you to accomplish a range of common programming tasks, such as data collection, file access, and working with text.

C# programs use the .NET Framework class library extensively to do common tasks and provide various functionalities.

*These concepts might seem complex, but for now just remember that applications written in C# use the **.NET Framework** and its components.*

## Which one is NOT part of the .NET Framework?

.Net Framework Class Library

Operation System

Common Language Runtime

## 2. Variables

### Variables

Programs typically use data to perform tasks.

Creating a **variable** reserves a memory location, or a space in memory, for storing values. It is called **variable** because the information stored in that location can be changed when the program is running.

To use a variable, it must first be declared by specifying the **name** and **data type**.

A variable name, also called an **identifier**, can contain letters, numbers and the underscore character (\_) and must start with a letter or underscore.

Although the name of a variable can be any set of letters and numbers, the best identifier is descriptive of the data it will contain. This is very important in order to create clear, understandable and readable code!

*For example, **firstName** and **lastName** are good descriptive variable names, while **abc** and **xyz** are not.*

## Which is a valid C# variable name?

1Star

#PersonName#

Bad\_Var

### Variable Types

A **data type** defines the information that can be stored in a variable, the size of needed memory and the operations that can be performed with the variable.

For example, to store an integer value (a whole number) in a variable, use the **int** keyword:

```
int myAge;
```

The code above declares a variable named **myAge** of type **integer**.

*A line of code that completes an action is called a statement. Each statement in C# must end with a **semicolon** ";"*

You can assign the value of a variable when you declare it:

```
int myAge = 18;
```

or later in your code:

```
int myAge;  
myAge = 18;
```

*Remember that you need to declare the variable before using it.*

**Fill in the blanks to declare a variable named num of type integer and assign 42 to it.**

```
int num;  
num = 42;
```

### Built-in Data Types

There are a number of built-in data types in C#. The most common are:

**int** - integer.

**float** - floating point number.

**double** - double-precision version of float.

**char** - a single character.

**bool** - Boolean that can have only one of two values: True or False.

**string** - a sequence of characters.

The statements below use C# data types:

```
int x = 42;  
double pi = 3.14;  
char y = 'Z';  
bool isOnline = true;  
string firstName = "David";
```

*Note that **char** values are assigned using single quotes and **string** values require double quotes.*

*You will learn how to perform different operations with variables in the upcoming lessons!*

**Drag and drop the correct data types from the options below.**

a = false;

double b = 4.22;

c = "Hi";

int d = 11;

### 3. Your First C# Program

#### Your First C# Program

You can run, save, and share your C# codes on our **Code Playground**, without installing any additional software.

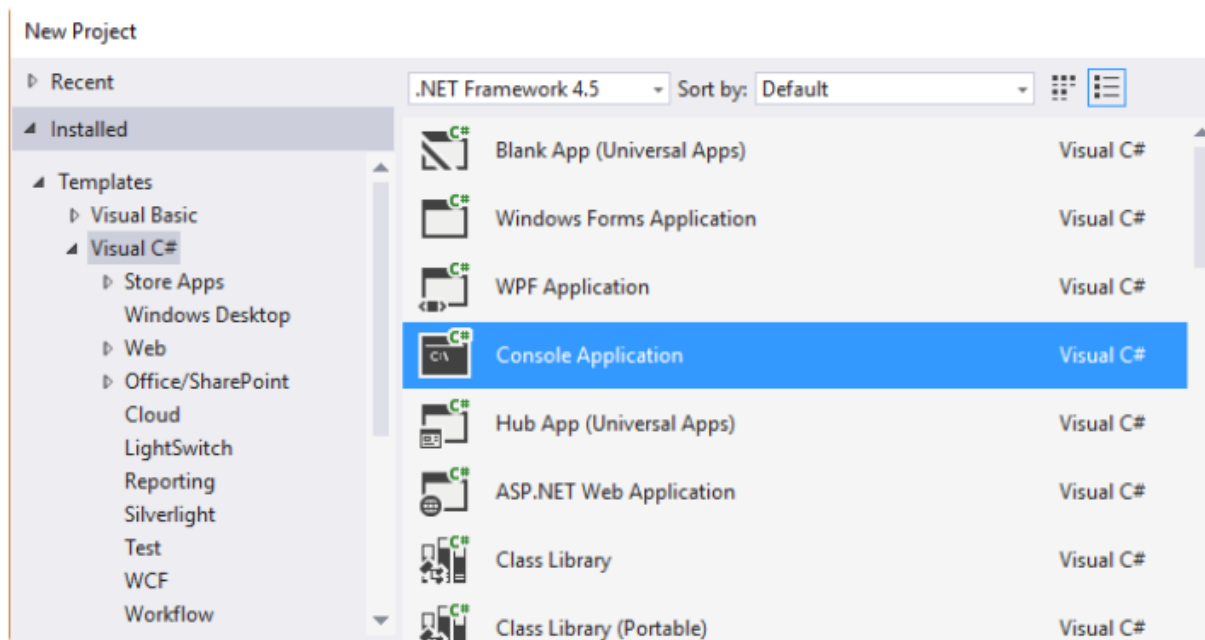
*[Reference this lesson if you need to install the software on your computer.](#)*

To create a C# program, you need to install an integrated development environment (IDE) with coding and debugging tools.

We will be using **Visual Studio Community Edition**, which is available to download for free.

After installing it, choose the default configuration.

Next, click **File->New->Project** and then choose **Console Application** as shown below:



Enter a name for your Project and click OK.

*Console application uses a text-only interface. We chose this type of application to focus on learning the fundamentals of C#.*

## What is the name of the IDE used to create C# programs?

Visual Studio

3D Studio

CStudio

Visual Maya

Visual Studio will automatically generate some code for your project:

```
using System;
```

```
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace SoloLearn
{
    class Program
    {
        static void Main(string[] args)
        {
        }
    }
}
```

You will learn what each of the statements does in the upcoming lessons.

For now, remember that every C# console application must contain a **method (a function) named Main**. Main is the starting point of every application, i.e. the point where our program starts execution from.

*We will learn about classes, methods, arguments, and namespaces in the upcoming lessons.*

## Every console application in C# should contain:

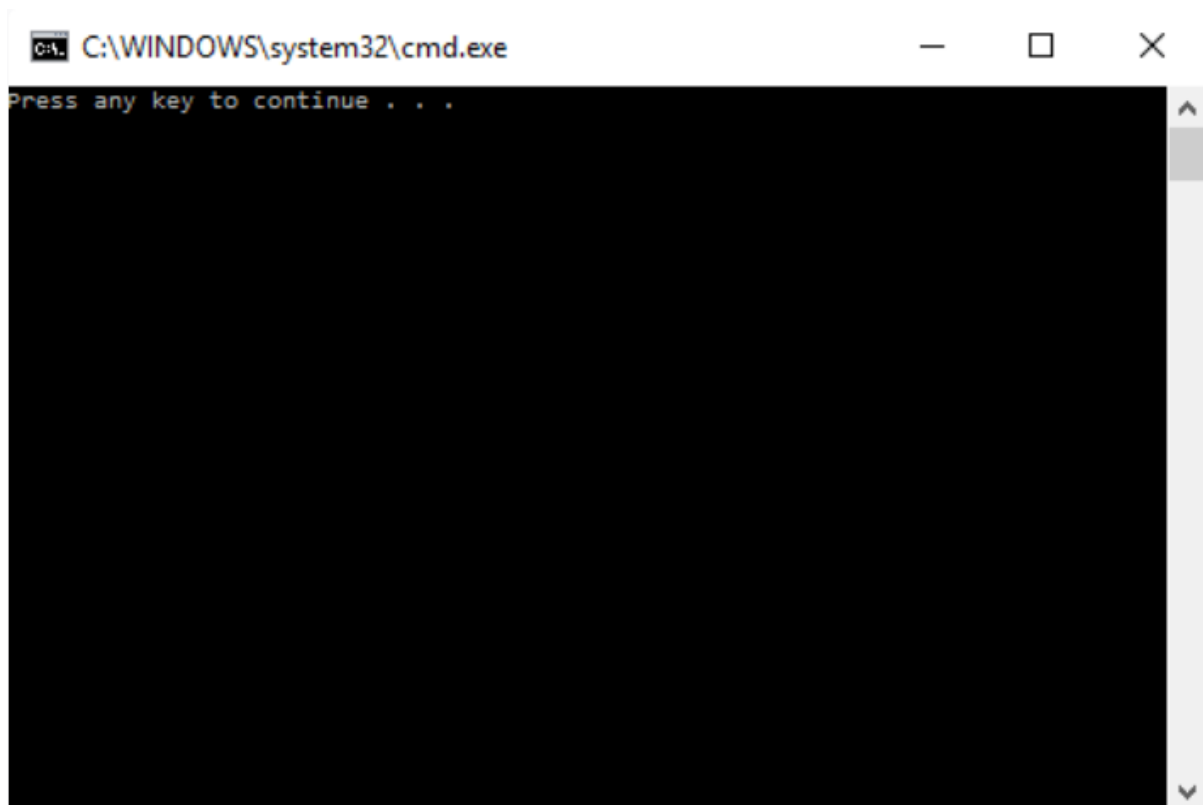
input-output

Main method

variables

To run your program, press **Ctrl+F5**. You will see the following screen:





This is a console window. As we did not have any statements in our **Main** method, the program just produces a general message. Pressing any key will close the console.

*Congratulations, you just created your first C# program.*

## Which type of application uses a text-only interface?

Mobile Application

Windows Application

Console Application

## 4. Printing Text

### Displaying Output

Most applications require some **input** from the user and give **output** as a result.

To display text to the console window you use the **Console.Write** or **Console.WriteLine** methods. The difference between these two is that **Console.WriteLine** is followed by a line terminator, which moves the cursor to the next line after the text output.

The program below will display Hello World! to the console window:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace SoloLearn
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

*Note the **parentheses** after the **WriteLine** method. This is the way to pass data, or arguments, to methods. In our case **WriteLine** is the method and we pass "Hello World!" to it as an argument. String arguments must be enclosed in quotation marks.*

**Drag and drop from the options below to display "Learning C#".**

Console.  (  );

We can display variable values to the console window:

```
int x = 89;  
Console.WriteLine(x); //89
```

To display a **formatted string**, use the following syntax:

```
int x = 10;  
double y = 20;  
Console.WriteLine("x = {0}; y = {1}", x, y);  
//x = 10; y = 20
```

As you can see, the value of **x** replaced **{0}** and the value of **y** replaced **{1}**.

*You can have as many variable placeholders as you need. (i.e.: {3}, {4}, etc.).*

## What is the output of this code?

```
int a = 4;  
int b = 2;  
Console.Write(a);  
Console.Write(b);
```

42

## 5. Getting User Input

### User Input

You can also prompt the user to enter data and then use the **Console.ReadLine** method to assign the input to a string variable.

The following example asks the user for a name and then displays a message that includes the input:

```
string yourName;  
Console.WriteLine("What is your name?");  
yourName = Console.ReadLine(); //->Green  
Console.WriteLine("Hello {0}", yourName);  
//What is your name?  
//Green
```

The **Console.ReadLine** method waits for user input and then assigns it to the variable. The next statement displays a formatted string containing Hello with the user input. For example, if you enter David, the output will be Hello David.

*Note the empty parentheses in the **ReadLine** method. This means that it does not take any arguments.*

**Drag and drop from the options below to take user input and store it in the temp variable:**

```
string temp;  
  
temp =  .  ();
```

The **Console.ReadLine()** method returns a **string** value.

If you are expecting another type of value (such as int or double), the entered data must be converted to that type.

This can be done using the **Convert.ToXXX** methods, where XXX is the .NET name of the type that we want to convert to. For example, methods include **Convert.ToDouble** and **Convert.ToBoolean**.

For integer conversion, there are three alternatives available based on the bit size of the integer: **Convert.ToInt16**, **Convert.ToInt32** and **Convert.ToInt64**. The default int type in C# is 32-bit.

Let's create a program that takes an integer as input and displays it in a message:

```
int age = Convert.ToInt32(Console.ReadLine());  
Console.WriteLine("You are {0} years old", age);
```

*If, in the program above, a non-integer value is entered (for example, letters), the **Convert** will fail and cause an error.*

**Drag and drop from the options below to make the following program work:**

```
double n;  
string x = "77";  
n =  .  (x);
```

## 6. Comments

### Comments

**Comments** are explanatory statements that you can include in a program to benefit the reader of your code.

The compiler ignores everything that appears in the comment, so none of that information affects the result.

A comment beginning with two slashes (//) is called a single-line comment. The slashes tell the compiler to ignore everything that follows, until the end of the line.

```
// Prints Hello  
Console.WriteLine("Hello");
```

*When you run this code, Hello will be displayed to the screen. The // Prints Hello line is a comment and will not appear as output.*

**What is the output of this code?**

```
int x = 8;  
// x = 3;  
Console.WriteLine(x);
```

error

8

3

### Multi-Line Comments

Comments that require multiple lines begin with `/*` and end with `*/` at the end of the comment block.

You can place them on the same line or insert one or more lines between them.

```
/* Some long  
comment text  
*/  
int x = 42;  
Console.WriteLine(x); //42
```

*Adding comments to your code is good programming practice. It facilitates a clear understanding of the code for you and for others who read it.*

Fill in the blanks to make the text a comment.

`/*` Declaring an integer

and printing it `*/`

```
int x = 42;  
Console.WriteLine(x);
```

## 7. The var Keyword

### The var Keyword

A variable can be explicitly declared with its **type** before it is used.

Alternatively, C# provides a handy function to enable the compiler to determine the type of the variable automatically based on the expression it is assigned to.

**The var keyword is used for those scenarios:**

```
var num = 15;
```

*The code above makes the compiler determine the type of the variable. Since the value assigned to the variable is an integer, the variable will be declared as an integer automatically.*

**What is the type of the temp variable?**

**var temp = 14.55;**

Double

Variables declared using the var keyword are called **implicitly typed** variables.

Implicitly typed variables must be initialized with a value.

**For example, the following program will cause an error:**

```
var num;  
num = 42; ->error!
```

*Although it is easy and convenient to declare variables using the **var** keyword, overuse can harm the readability of your code. Best practice is to explicitly declare variables.*

**What is the output of this code?**

```
var n1;  
n1 = true;  
Console.WriteLine(n1);
```

1

true

error

## 8. Constants

### Constants

**Constants** store a value that cannot be changed from their initial assignment.

To declare a constant, use the **const** modifier.

**For example:**

```
const double PI = 3.14;
```

The value of const PI cannot be changed during program execution.

For example, an assignment statement later in the program will cause an error:

```
const double PI = 3.14;  
PI = 8; ->error
```



Constants **must** be initialized with a value when declared.

**Fill in the blank to make the variable num a constant.**

```
const int num=2;
```

## 9. Arithmetic Operators

### Operators

An **operator** is a symbol that performs mathematical or logical manipulations.

### Arithmetic Operators

C# supports the following arithmetic operators:

Operator	Symbol	Form
Addition	+	$x + y$
Subtraction	-	$x - y$
Multiplication	*	$x * y$
Division	/	$x / y$
Modulus	%	$x \% y$

For example:

```
int x = 10;  
int y = 4;  
Console.WriteLine(x-y); //6
```

Tap **Try It Yourself** to play around with the code!

**Fill in the blanks to display the result of the multiplication of x and y.**

```
int x = 42;  
  
int y = 7;  
  
int z = x  y;  
  
Console.WriteLine();
```

### Division

The division operator (/) divides the first operand by the second. If the operands are both integers, any remainder is dropped in order to return an integer value.

#### Example:

```
int x = 10 / 4;  
Console.WriteLine(x); //2
```

*Division by 0 is undefined and will crash your program.*

**What is the output of this code?**

```
int x = 16;  
int y = 5;  
Console.WriteLine(x/y);
```

## Modulus

The modulus operator (%) is informally known as the remainder operator because it returns the remainder of an integer division.

**For example:**

```
int x = 25 % 7;  
Console.WriteLine(x); //4
```

**Which operator is used to determine the remainder?**

+

\*

%

## Operator Precedence

Operator **precedence** determines the grouping of terms in an expression, which affects how an expression is evaluated. Certain operators take higher precedence over others; for example, the multiplication operator has higher precedence than the addition operator.

**For example:**

```
int x = 4+3*2;  
Console.WriteLine(x); //10
```

The program evaluates  $3*2$  first, and then adds the result to 4.

As in mathematics, using **parentheses** alters operator precedence.

```
int x = (4 + 3) *2;  
Console.WriteLine(x); //14
```

The operations within parentheses are performed first. If there are parenthetical expressions nested within one another, the expression within the innermost parentheses is evaluated first.

*If none of the expressions are in parentheses, multiplicative (multiplication, division, modulus) operators will be evaluated before additive (addition, subtraction) operators. Operators of equal precedence are evaluated from left to right.*

**Fill in the missing parentheses to have x equal 15.**

```
int x = ( 2 + 3 ) * 3;  
  
Console.WriteLine(x);
```

## 10. Assignment & Increment Operators

### Assignment Operators

The = **assignment** operator assigns the value on the right side of the operator to the variable on the left side.

C# also provides **compound assignment operators** that perform an operation and an assignment in one statement.

**For example:**

```
int x = 42;  
x += 2; // equivalent to x = x + 2  
Console.WriteLine(x); //44  
x -= 6; // equivalent to x = x - 6  
Console.WriteLine(x); //38
```

## What is the alternative for $x = x + 5$ ?

```
x = y + 5;
```

```
x -= 4;
```

```
x += 5;
```

## 2. Conditionals and Loops

## 3. Methods

## 4. Classes & Objects

## 5. Arrays & Strings

## 6. More On Classes

## 7. Inheritance & Polymorphism

## 8. Structs, Enums, Exceptions & Files

## 9. Generics

## Dictionary

### Noun

basic concepts : những khái niệm cơ bản

language : ngôn ngữ

applications : những ứng dụng

Web services : dịch vụ web

client-server : máy khách-máy chủ

database : cơ sở dữ liệu

.NET Framework : là một nền tảng lập trình

Common Language Runtime : ngôn ngữ thực thi tổng quát

class library : lớp thư viện

foundation : nền tảng

memory management : quản lý bộ nhớ

collection : bộ sưu tập

aspects of code : các khía cạnh của code

execution time : thời gian thực hiện

accuracy : sự chính xác

core services : những dịch vụ cốt lõi

task : nhiệm vụ

various functionalities : các chức năng khác nhau

components : các thành phần

variables : biến (ví dụ  $f(x) = x^2 \rightarrow x$  chính là biến trong hàm)

memory location : vị trí bộ nhớ

name : tên

data type : kiểu dữ liệu

underscore character : '\_' dấu gạch dưới

semicolon : ';' dấu chấm phẩy

single quotes : "'" dấu nháy đơn

parentheses : '(' dấu ngoặc đơn

quotation marks : '"' dấu ngoặc kép

two slashes : '/' 2 dấu xet

information : thông tin

identifier : sự định danh

statement : câu lệnh

operation : sự điều hành

sequence : sự liên tục

character : chữ cái

additional software : phần mềm bổ sung

classes : các lớp

methods : các phương thức  
arguments : các đối số  
namespaces : không gian tên  
general message : thông báo chung  
text-only interface : giao diện thuần văn bản  
a line terminator : dấu xuống dòng  
console : bàn điều khiển  
cursor : con trỏ  
formatted string : chuỗi định dạng  
syntax : cú pháp  
conversion : sự chuyển đổi  
alternatives : lựa chọn thay thế  
default : mặc định  
precedence : quyền ưu tiên  
Operator : hệ điều hành  
compound assignment operators : toán tử gán ghép

## **Verb**

enable : cho phép, kích hoạt  
build : xây dựng  
create : chế tạo  
run : chạy  
consists of : bao gồm  
collect : sưu tầm  
accomplish : đạt được  
file access : truy cập file  
reserves : dự trữ  
store : lưu trữ  
declare : khai báo  
specify : xác định  
complete : hoàn thành  
descriptive of : mô tả về

contain : lưu trữ  
perform : biểu diễn  
install : cài đặt  
Pressing any key : nhấn phím bất kỳ  
pass data : truyền dữ liệu  
display : trưng bày  
include : bao gồm  
prompt : nhắc nhở  
assign : chỉ định  
convert : chuyển đổi  
expect : mong đợi  
follow : theo  
facilitate : tạo điều kiện  
alter : thay đổi  
evaluate : đánh giá

### **Adjective**

elegant : thanh lịch  
variety of : đa dạng  
secure : an toàn  
robust : mạnh mẽ  
upcoming : sắp tới  
complex : phức tạp  
important : quan trọng  
understandable : có thể hiểu được  
readable : có thể đọc được  
True : đúng  
False : sai  
different : khác nhau  
empty : bỏ trống  
explanatory : được giải thích



## Other

such as : như là

extensively : một cách chuyên sâu

automatically : một cách tự động

implicitly : ngầm hiểu

explicitly : rõ ràng

**END!**

Document Of Green