# Begin!

LẬP TRÌNH C# - SOLOLEARN

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# Basic Concepts

## 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!



**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.



## 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.



**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.



**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!



## 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#.



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.



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.



## 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.



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.).



## 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.



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.



## 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.



**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.



## 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.



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.



## 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.



# Conditionals and Loops

# Methods

# Classes & Objects

# Arrays & Strings

# More On Classes

# Inheritance & Polymorphism

# Structs, Enums, Exceptions & Files

# 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 lỗi

task : nhiệm vụ

various functionalities : các chức năng khác nhau

components : các thành phần

variables : biến (ví dụ f(x) = x2 ->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 xẹt

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

## 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

## 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!