

[0562] Object Initialization Syntax

Just like numeric and string literals can be use to initialize simple variables, Object Initialization Syntax allows us to create "object literals" that we can use to initialize objects via properties. Like this:

```
JellyBean jb = new JellyBean { BeanColor = Color.Red, Size = 14 };
```

Note: This line of code generates two calls to the set methods in the JellyBean class - one for Color and one for Size. That means that the Color property can no longer be immutable if you are using Object Initialization Syntax. :-(

If you want, you can combine a constructor-based initialization of an object with Object Initialization Syntax like this:

```
JellyBean jb = new JellyBean(14) { BeanColor = Color.Red };
```

I have not idea why you'd want to do that however. Just improve your constructor by adding named, optional parameters. - Chip

BTW, later in the chapter, the author shows an "Old School" approach for initializing a Rectangle object. No real programmer would do it that way. #frustrating A real programmers would write:

```
Rectangle r = new Rectangle(100, 100, 200, 200);
```

or, worst case:

```
Rectangle r = new Rectangle(new Point(100, 100), new Point(200, 200));
```