

[0399] Chapter 3 Summary

Key things to remember:

- The "using" statement lets you access classes from other class libraries in your program.
- Immutable objects cannot change after they have been created. Strings are immutable.
- Whenever you are assigning something of one type to a variable of a different type and information could be lost in the conversion, you have to include a cast.
- Use a "for" loop if you are counting the number of times thru the loop. Use a "foreach" loop if you doing something to all the items in an array/collection.
- Use a "do/while" loop if you have to go through the loop at least once, otherwise use "while/do" loop.
- In C#, all "case" sections in a "switch" statement must end with "break;"