

C#

Programming Language Fundamentals



Prerequisites

- Computer and its basic knowledge.
- Integrated Development Environment or Code Editor
 - Visual Studio (Recommended)
 - Visual Studio Code

Overview

- Introduction
- Our First C# program
- .NET Overview?
- IDE – Visual Studio quick tour
- C# syntax
- Variables and Data Types
- Type Conversions
- Conditionals
- Loops
- Classes
- Object Oriented Programming
- Value Types vs Reference Types
- Compilation and CLR
- Assemblies and Referencing
- Exceptional Handling

Open Source

Cross Platform



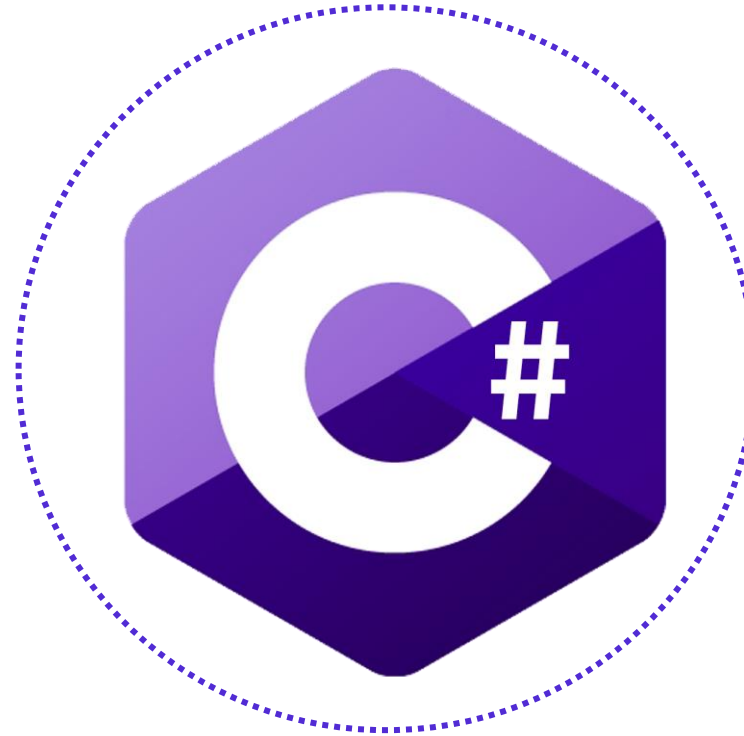
Object Oriented Programming

Type Safety

Automatic Memory Management

Exceptional Handling

Microsoft



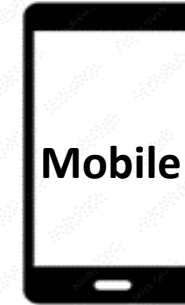
Web



Desktop



Mobile



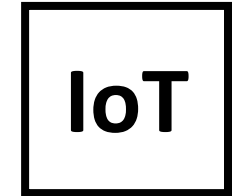
Games



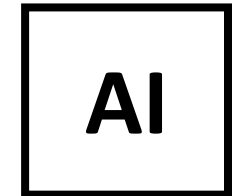
Cloud



IoT



AI

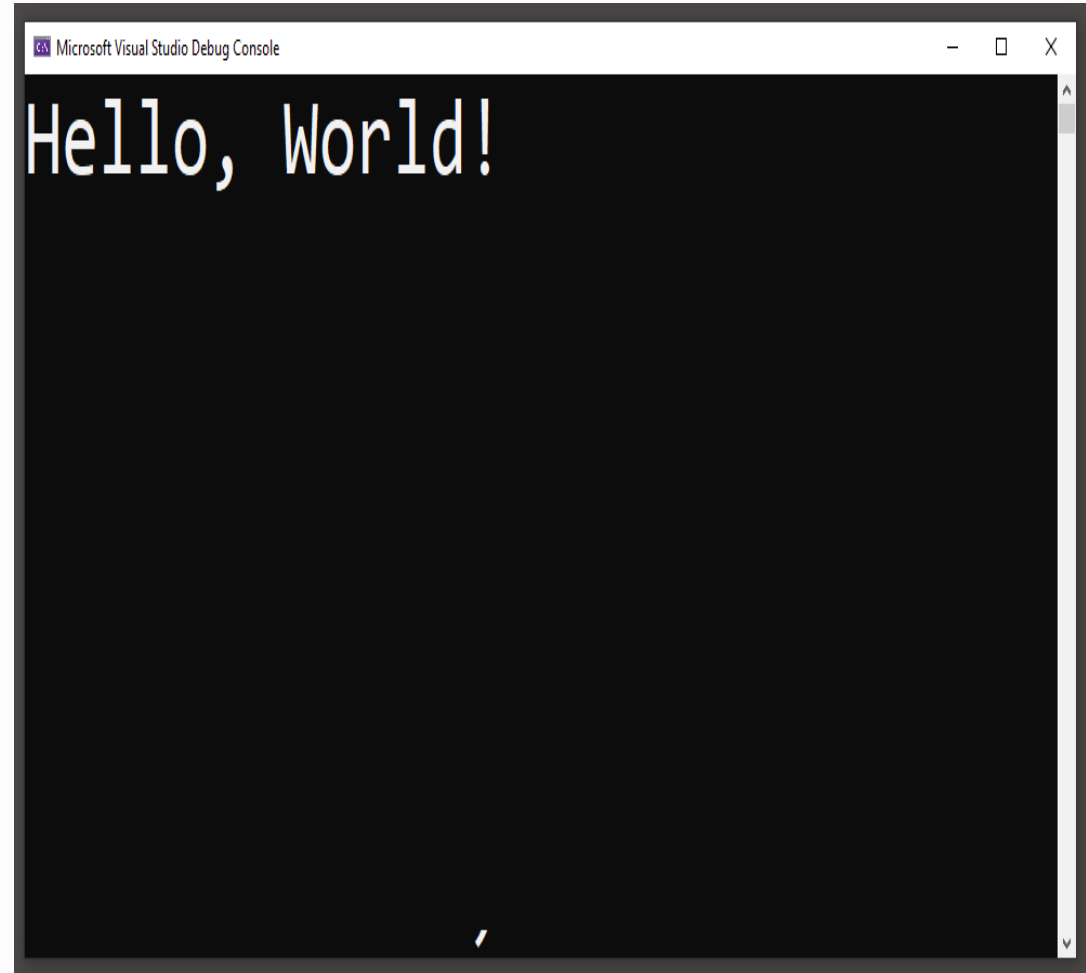


Our First C# Program



```
namespace HelloWorldCSharp
{
    0 references | 0 changes | 0 authors, 0 changes
    internal class Program
    {
        0 references | 0 changes | 0 authors, 0 changes
        static void Main(string[] args)
        {
            Console.WriteLine("Hello, World!");
        }
    }
}
```

RUN



Console Application --name Hello World

C# Source Code Execution

C# Source Code

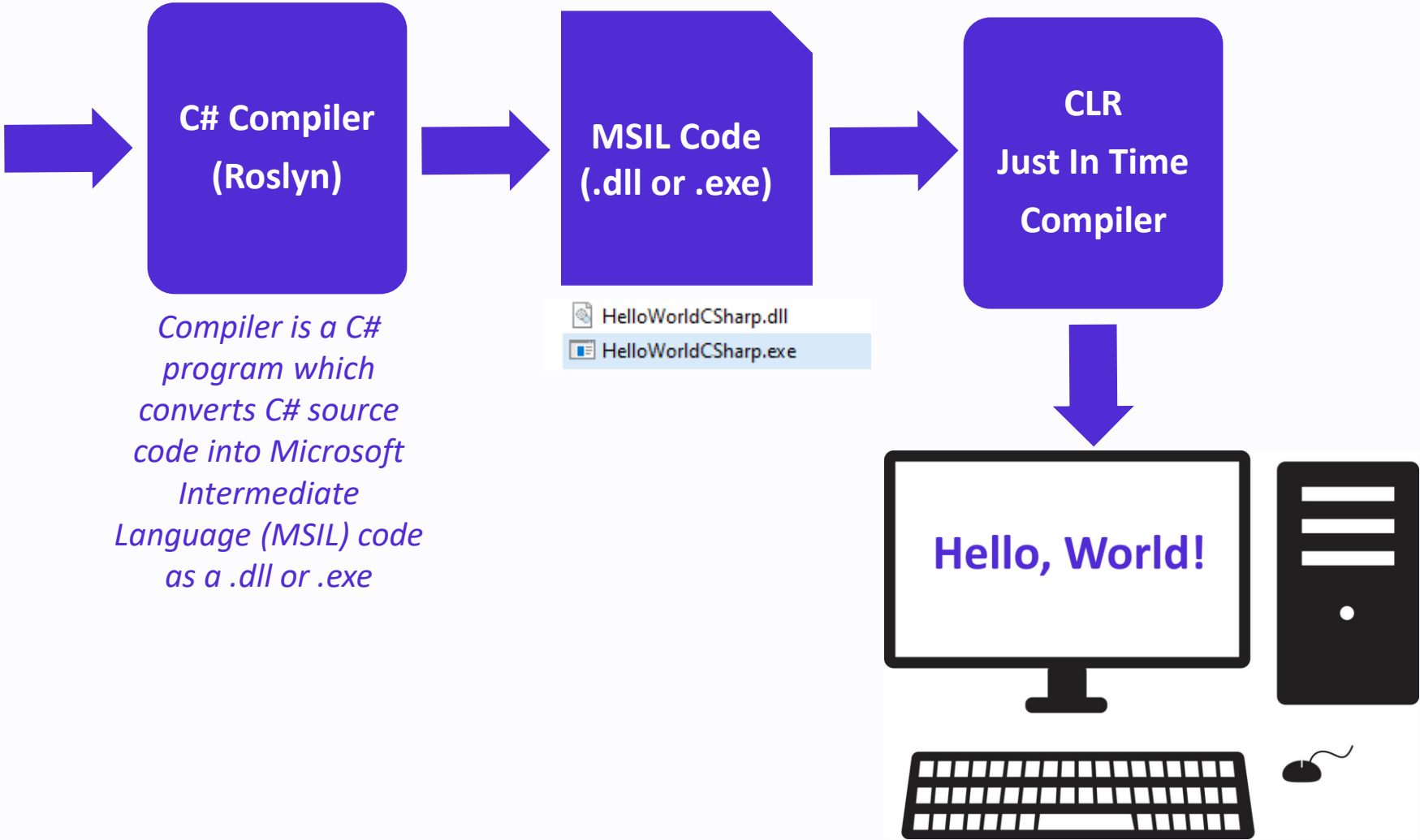
```

HelloWorldCSharp
└─ Dependencies
  └─ Program.cs

namespace HelloWorldCSharp
{
    0 references | 0 changes | 0 authors, 0 changes
    internal class Program
    {
        0 references | 0 changes | 0 authors, 0 changes
        static void Main(string[] args)
        {
            Console.WriteLine("Hello, World!");
        }
    }
}

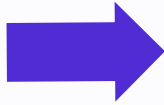
```

Console Application

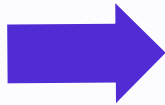


C# Source Code

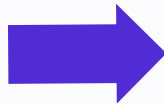
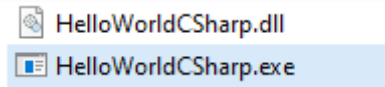
HelloWorldCSharp



C# Compiler
(Roslyn)



MSIL Code
(.dll or .exe)



CLR
Just In Time
Compiler



*Common Language Runtime is
a program which converts MSIL
code into machine
understandable native code.
(010101010)*

VB.NET Source Code

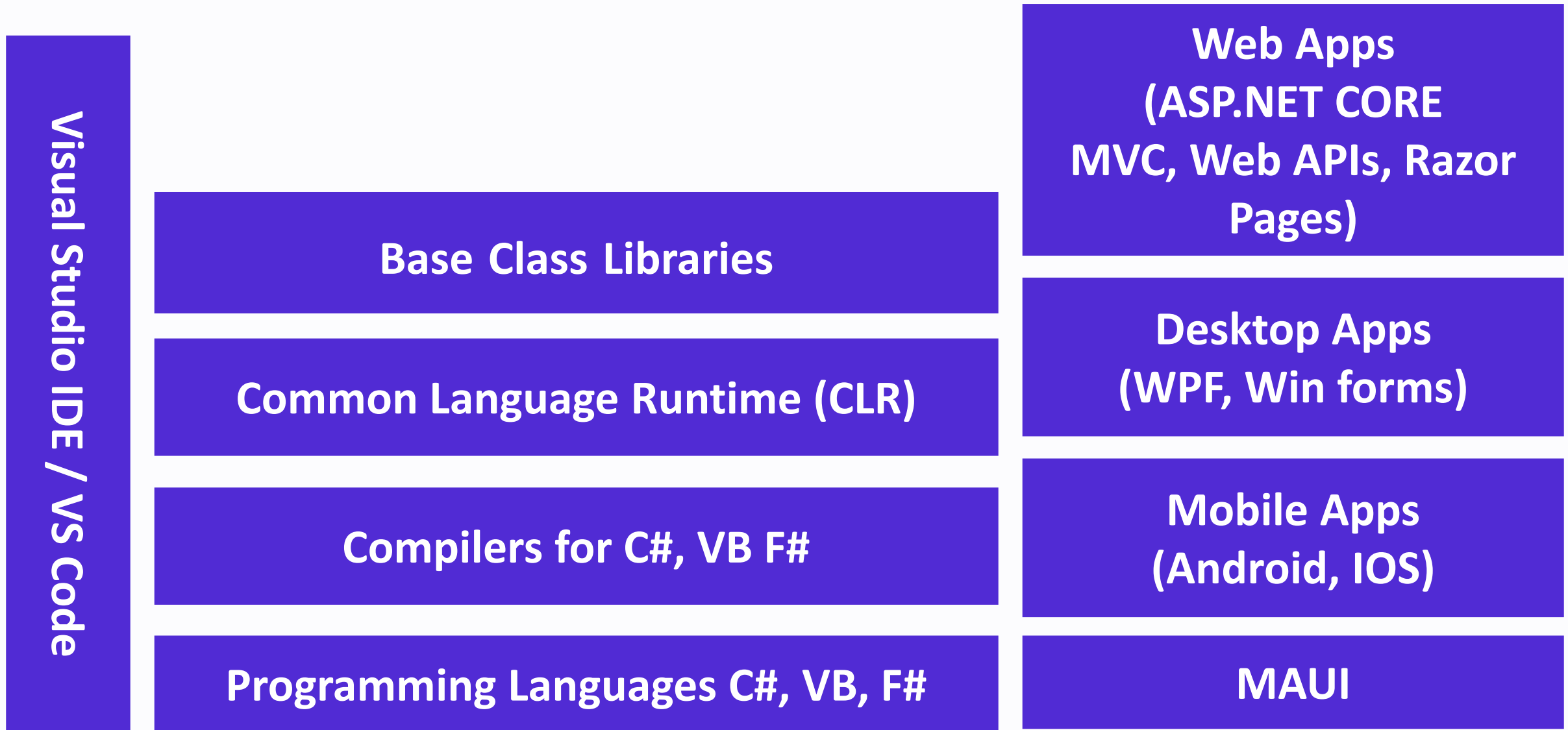
HelloWorldVB

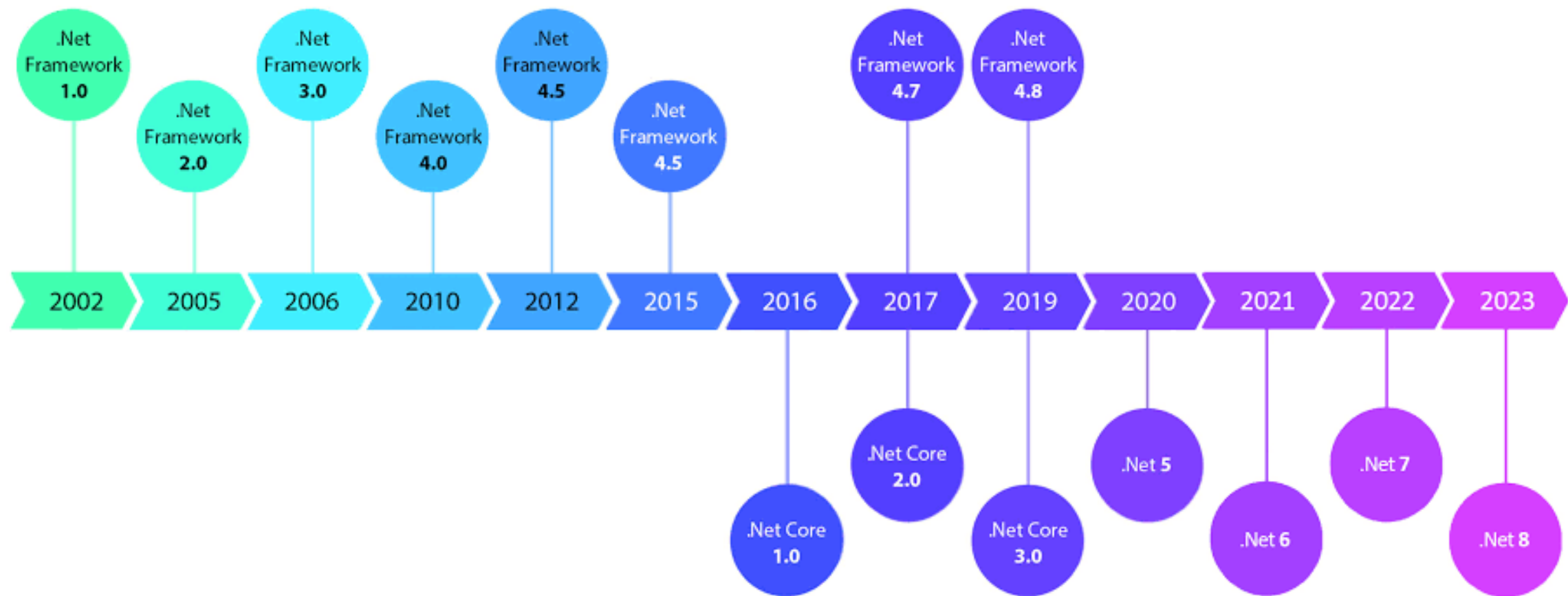
F# Source Code

HelloWorldFSharp

*Compiler is a C#
program which
converts C# source
code into Microsoft
Intermediate
Language (MSIL) code
as a .dll or .exe*

.NET Ecosystem and its tools





Version History

Target	Version	C# language version default
.NET	8.x	C# 12
.NET	7.x	C# 11
.NET	6.x	C# 10
.NET	5.x	C# 9.0
.NET Core	3.x	C# 8.0
.NET Core	2.x	C# 7.3
.NET Standard	2.1	C# 8.0
.NET Standard	2	C# 7.3
.NET Standard	1.x	C# 7.3
.NET Framework	all	C# 7.3

The diagram illustrates a grid of 18 blue rounded rectangles, each containing the word "Class" in white text. The rectangles are arranged in 6 rows and 3 columns. The top-right corner of the grid is missing, revealing a light green background.

Class	Class	
Class	Class	Class
Class	Class	Class
Class	Class	Class
Class	Class	Class
Class	Class	Class

A diagram of a database cylinder, colored blue, containing 15 tables. The tables are arranged in a 5x3 grid, with each table represented by a white rounded rectangle with a black border and the word "Table" in black text.

Table	Table	Table
Table	Table	Table
Table	Table	Table
Table	Table	Table
Table	Table	Table

C# Assembly

namespace: MyApp.User

Class

Class

Class

Class

Class

Class

namespace: MyApp.Admin

Class

Class

Class

Class

Class

Class

MS SQL Server Database

Schema: dbo User

Table

Table

Table

Table

Table

Table

Schema: Admin

Table

Table

Table

Table

Table

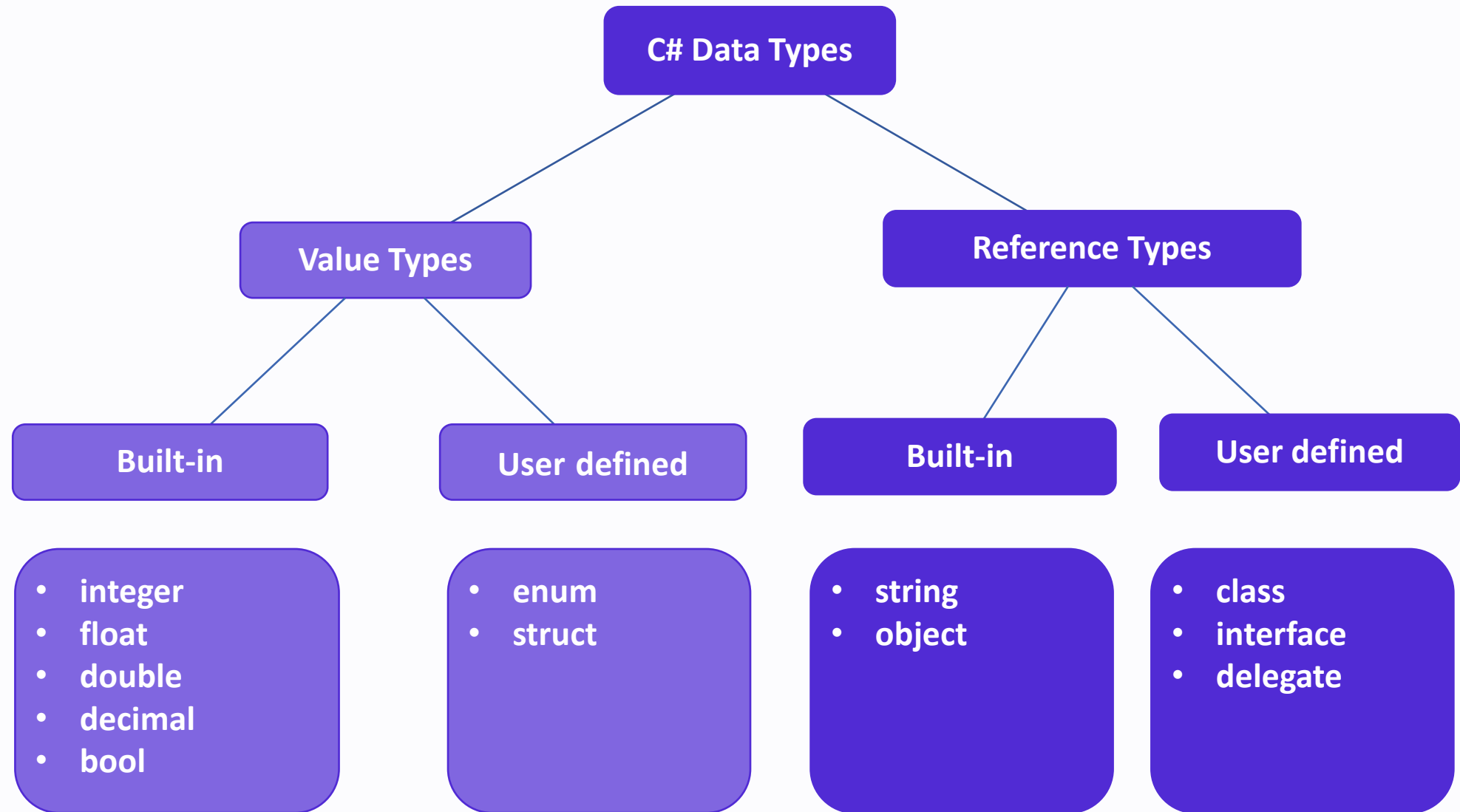
Table

Keywords

abstract	delegate	if	override	struct	volatile
as	do	implicit	params	switch	while
base	double	in	private	this	
bool	else	int	protected	throw	
break	enum	interface	public	true	
byte	event	internal	readonly	try	
case	explicit	is	ref	typeof	
catch	extern	lock	return	uint	
char	false	long	sbyte	ulong	
checked	finally	namespace	sealed	unchecked	
class	fixed	new	short	unsafe	
const	float	null	sizeof	ushort	
continue	for	object	stackalloc	using	
decimal	foreach	operator	static	virtual	
default	goto	out	string	void	

Contextual Keywords

add	group	record
and	init	remove
alias	into	required
ascending	join	scoped
args	let	select
async	managed	set
await	nameof	unmanaged
by	nint	value
descending	not	var
dynamic	notnull	when
equals	nuint	where
File	on	with
from	or	yield
get	orderby	
global	partial	



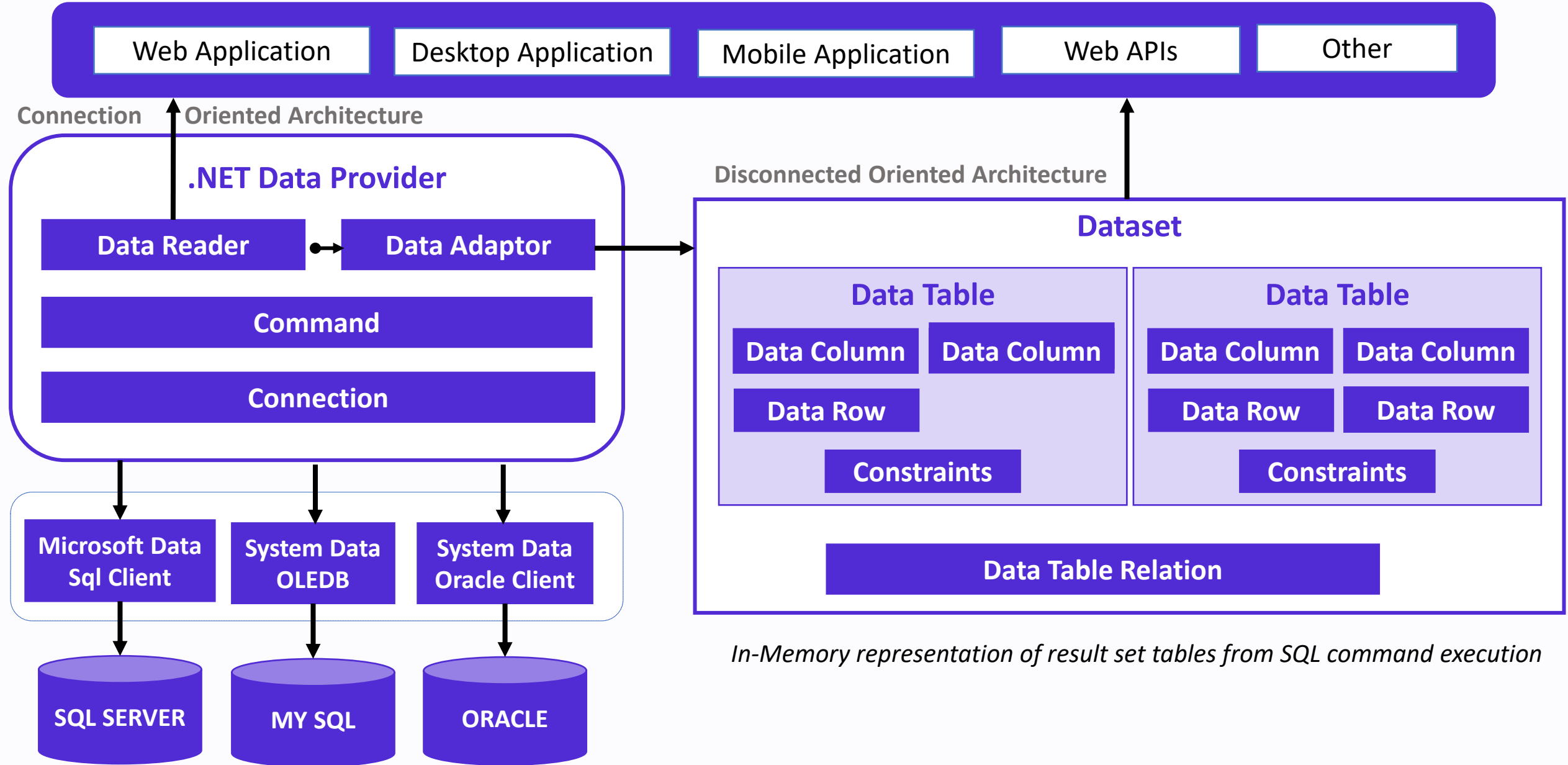
Data Types

Data Type	Size	Description
Integer		
sbyte	8 bits	-2^7 to 2^7-1
int	32 bits	-2^{31} to $2^{31}-1$ (-2,147,483,648 to 2,147,483,647)
short	16 bits	-2^{15} to $2^{15}-1$
long	64 bits	-2^{63} to $2^{63}-1$ (-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807)
Real Or Floating Point		
float	32 bits	$\pm 1.5 \times 10^{-45}$ to $\pm 3.4 \times 10^{38}$ (7 decimal digits). Suffix: f
double	64 bits	$\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$ (15 decimal digits). Suffix: D
decimal	128 bits	$\pm 1.0 \times 10^{-28}$ to $\pm 7.9228 \times 10^{28}$. Suffix: M
bool	1 bit	true or false
Free Text		
char	2 bytes	'@'
string	2 bytes per character	"Hello". Size = (2* no of characters in the sequence) bytes.

ADO.NET – Data Access API

“ADO.NET is a data access api in .NET Platform to interact with different data sources such as databases (sql server, oracle, etc.), xml, Microsoft access, and other in a standard, and structured approach.”

ADO.NET Architecture



MS SQL SERVER Data Access

- Add below DLL as project reference through manage NuGet package manager.
 - **Microsoft.Data.SqlClient**
 - **System.Data.SqlClient (Legacy library)**
- SQL Server data provider provides the following classes to interact with database.

Class	Description
SqlConnection	Establishes a connection to a database.
SqlCommand	Represents an individual SQL statement or stored procedure that can be executed against the database connected.
SqlDataReader	Provides read-only, forward-only access to the data in a database.
SqlDataAdapter	Acts as a bridge between the command and connection objects and a dataset

UML Diagram

SqlConnection

+ConnectionString : string

+ Open () : void

+ Close () : void

SqlCommand

+ Connection : SqlConnection

+ CommandType : Text or SP

+ CommandText : Query or SP

+ Parameters : SqlParameter[]

+ ExecuteNonQuery () : int

+ ExecuteScalar () : object

+ ExecuteReader () : data reader

SqlDataReader

+ indexer : object

+ FieldCount : int

+ Read () : bool

+ Close () : void

SqlDataAdapter

+ SelectCommand : SqlCommand

+ InsertCommand : SqlCommand

+ UpdateCommand : SqlCommand

+ DeleteCommand : SqlCommand

+ Fill () : int

+ update () : int

C# Assembly

- Assembly is a collection of types such as namespaces, classes, interfaces, enums and resources that are built to work together and form a logical unit of functionality.
- Assembly can be a DLL or EXE based on the project type template that we choose.
 - **Class Library** is a collection of classes and namespaces in C# without any entry point method like Main. **Output Type is .dll**
 - **Console App** is an application that takes input and displays output at a command line console and behaves as an app host to run .dll and which has an entry point method like Main. **Output Type is .exe and .dll file**

namespace: MyApp.User

Class

Class

Class

interface

struct

enum

namespace: MyApp.Admin

Class

Class

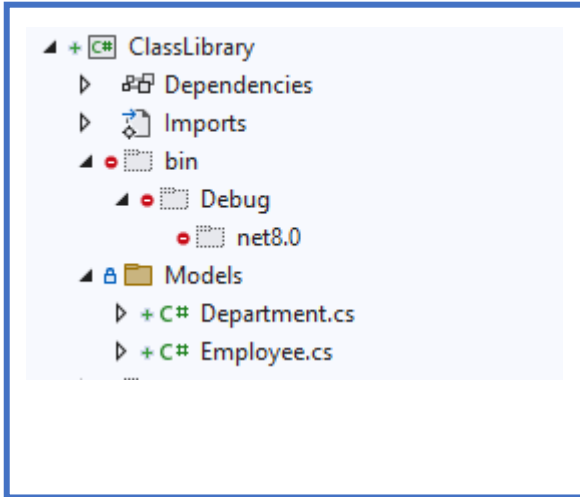
Class

Class

Class

Class

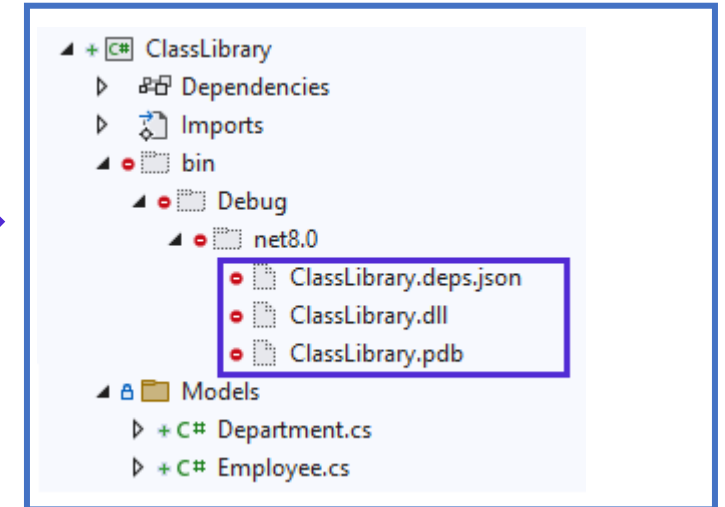
Class Library



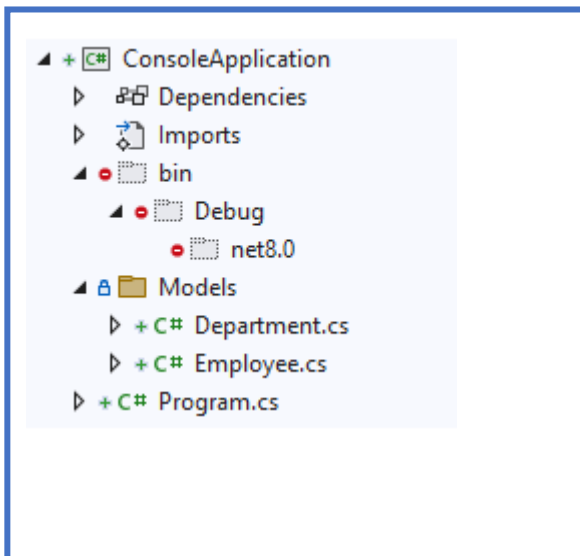
C# Compiler

Build the Class Library project, then C# compiler converts C# code into MSIL code and packages all the types into .dll file

.dll (Dynamic Link Library)



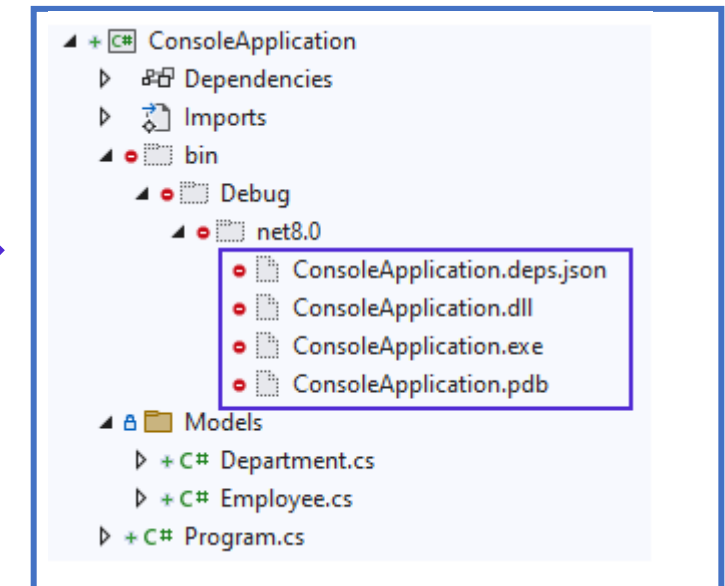
Console Application



C# Compiler

Build or Run the Console App project, then C# compiler converts C# code into MSIL code and generates .exe and .dll files

.exe (Executable)



Thank You!

using statement

- **using** block can be used on the objects or instances of the classes which inherits from IDisposable class and implements Dispose method.
- **using** block does ensure that the object Dispose method will always be invoked, no matter if an exception is thrown or not.
- Dispose is a method used to clean up resources. In the case of a DB connection, the connection is released or closed, which is important.

Note: The equivalent of using is a try finally, which includes a call to Dispose within the finally block.

```
4 references | 0 changes | 0 authors, 0 changes
public class MyDisposableClass : IDisposable
{
    1 reference | 0 changes | 0 authors, 0 changes
    public void Dispose()
    {
        //Clean up any unmanagable resources
    }
}
```

```
0 references | 0 changes | 0 authors, 0 changes
public class DisposeDemo
{
    0 references | 0 changes | 0 authors, 0 changes
    public void UsingStatementDemoRun()
    {
        using (MyDisposableClass myDisposableClassObjectInstance = new())
        {
            // Implement logic
        }
        // using statement ensures to invoke Dispose method of MyDisposableClass,
        // even if an exception is thrown.
    }
}
```


using statement

4 references | 0 changes | 0 authors, 0 changes

```
public class MyDisposableClass : IDisposable
{
    1 reference | 0 changes | 0 authors, 0 changes
    public void Dispose()
    {
        //Clean up any unmanagable resources
    }
}
```

0 references | 0 changes | 0 authors, 0 changes

```
public class DisposeDemo
{
    0 references | 0 changes | 0 authors, 0 changes
    public void UsingStatementDemoRun()
    {
        using (MyDisposableClass myDisposableClassObjectInstance = new())
        {
            // Implement logic
        } // using statement ensures to invoke Dispose method of MyDisposableClass,
        // even if an exception is thrown.
    }
}
```

0 references | 0 changes | 0 authors, 0 changes

```
public void TryCatchFinallyDemoRun()
{
    MyDisposableClass myDisposableClassObjectInstance = new();
    try
    {
        // logic to be Implemented
    }
    catch (Exception)
    {
        throw;
    }
    finally
    {
        myDisposableClassObjectInstance.Dispose();
    }
}
```

using statement example

0 references | 0 changes | 0 authors, 0 changes

```
public class SqlConnectionDisposeDemo
```

```
{
```

0 references | 0 changes | 0 authors, 0 changes

```
public void UsingStatementDemoRun()
```

```
{
```

```
    using (Microsoft.Data.SqlClient.SqlConnection connection = new())
```

```
    {
```

```
        connection.ConnectionString = "Data Source=.\sqlexpress;Initial Catalog=DisposeDemo;Integrated Security=True;I
```

```
        connection.Open();
```

```
    } // using statement ensures to invoke Dispose method of SqlConnection,
```

```
    // which internally invokes Close() method of SqlConnection object,
```

```
    // even if an exception is thrown.
```

```
}
```

0 references | 0 changes | 0 authors, 0 changes

```
public void TryCatchFinallyDemoRun()
```

```
{
```

```
    Microsoft.Data.SqlClient.SqlConnection connection = new();
```

```
    try
```

```
    {
```

```
        // Implement logic
```

```
    }
```

```
    catch (Exception)
```

```
    {
```

```
        throw;
```

```
    }
```

```
    finally
```

```
    {
```

```
        if (connection.State == ConnectionState.Open)
```

```
        {
```

```
            connection.Close();
```

```
            //connection.Dispose();
```

```
        }
```

```
    }
```

```
}
```

```
}
```

Normal Template #512BD4

Normal Template #512BD4

Dotnet Deck Template #3A20A0

Dotnet Deck Template #3A20A0

Dotnet Deck Template Font #4826C0

Dotnet Deck Template Font #4826C0

C# Logo #2A0066

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