**C# VS ALL**

**C# is better than C++ in that:**

* It has *native* garbage-collection.
* It has a huge standard library with so much useful stuff that's well-implemented and easy to use.
* It allows for both managed and native code blocks.
* You can set classes, methods and fields to be assembly-internal (which means they are accessible from anywhere within the DLL they're declared in, but not from other assemblies).

### C# is better than Java in that:

* Instead of a lot of noise (EJB, private static class implementations, etc) you get elegant and friendly native constructs such as Properties and Events.
* You have real generics (not the bad casting joke that Java calls generics), and you can perform reflection on them.
* It supports native resource-management idioms (the using statement). Java 7 is also supporting this, but C# has had it for a way longer time.
* It has Lambdas and LINQ, therefore supporting a small amount of functional programming.
* It has dynamic variables, if you want them.