The creators of the language

C# is an object–oriented programming language. It was created between 1998 and 2002 by a team of Microsoft engineers led by Anders Heilsberg and Scott Wiltamot. It is based on C++ and Java. The language has evolved over a span of decades. C# was created for compatibility with Microsoft.Net Framework. C# updates are still being developed to this day. Due to the introduction of C# in 2002, it is still under development. But since its release, it has become widespread in the coding industry.

```
using System;
namespace HelloWorldApp {
    class Geeks {
        static void Main(string[] args) {

            Console.WriteLine("Hello World!");
            Console.ReadKey();
        }
    }
}
```

The language is part of the family of C-like languages.

Its features:

♦ statistical typing,

♦ polymorphism is supported,

♦ operator overloading is supported,

♦ delegation, attributes, events, generic types, and anonymous functions are available.

What can be developed with this language?

The C# language is almost universal. You can use it to create any software: advanced business applications, video games, functional web applications, applications for Windows, macOS, mobile programs for iOS and Android.

Here are some of the advantages of C#:

♦ Relevant, modern programming language

♦ Cross-platform programming language

♦ Syntax is similar to other programming language

♦ Quick, speedy language

♦ Rich library with C#

Examples of programs written in c#:

Doom 3 (game)

Hearthstone (game)

Skype (messenger)

Internet Explorer (browser)

Microsoft Office (windows applications)

Adobe Photoshop (windows applications)

Pinterest (mobile application)