

Level Up OOP

Week 3: Momentum Builds

C# Vocabulary and Concepts

Ch. 4 - 6

[T] 1. Array (p.27)
[P] 2. dot operator (p.28)
[oo] 3. Methods (p.28)
[Z] 4. Properties (p.28)
[V] 5. Arguments (p.29)
[K] 6. Copy() (p.29)
[LL] 7. Length (p.29)
[H] 8. IndexOf() (p.30)
[M] 9. Sort() (p.30)
[O] 10. Concatenate (p.31)

[BB] 11. Substring() (p.32)
[U] 12. Equals() (p.33)
[SS] 13. Split() (p.33)
[KK] 14. Add() (p.35)
[J] 15. Count (p.36)
[E] 16. Insert() (p.36)
[II] 17. Remove() (p.36)
[S] 18. RemoveAt() (p.36)
[R] 19. Clear() (p.37)
[CC] 20. Contains() (p.37)

[Q] 21. reference type (p.37)
[PP] 22. value type (p.37)
[RR] 23. Write() (p.39)
[GG] 24. Console (p.40)
[C] 25. Placeholders (p.42)
[EE] 26. format specifier (p.43)
[MM] 27. Backslash (p.45)
[AA] 28. Newline (p.46)
[JJ] 29. Tab (p.45)
[N] 30. ReadLine() (p.46)

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[X] 32..ToInt32() (p.47)
[A] 33.ToDecimal() (p.48)
[U] 34.ToDouble() (p.48)
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[F] 47.IndexOutOfRangeException (p.69)

- A. Used to convert to a decimal
- B. Converts the value of the specified Decimal to the equivalent single-precision floating-point number
- C. Curly braces that indicate where values are to be passed in to and concatenate with strings
- D. A class that handles the specific error that occurs when the format of an argument is invalid
- E. Method to add members at a specific position of a list
- F. A class that handles the specific error that occurs when you try to access an element of an array with an index that is outside its bounds
- G. An optional statement that is executed if no other case in a switch statement applies
- H. Method to determine if a certain value exists in an array
- I. `==`; to compare whether two variables are the same
- J. Property to find out the number of elements in a list
- K. Method that allows you to copy the contents of one array into another array, starting from the first element
- L. A class that handles general errors
- M. Method used to sort array
- N. Used to accept input from users; reads a line of characters
- O. To join two strings
- P. An operator used when we want to access a property or method of a class
- Q. A data type that stores a reference to the data
- R. Method to remove all items in a list
- S. Method to remove a member at a specific location
- T. A collection of data that are normally related to each other
- U. Method to compare if two strings are identical
- V. Data passed into a method
- W. Used to convert data from one data type to another
- X. Used to a 32-bit signed integer
- Y. A statement that evaluates to true or false
- Z. Represents a class's data
- AA. `\n`; Used to add a newline to text in code
- BB. Method used to extract a string from a longer string
- CC. Method to check if a list contains a certain member
- DD. Controls how the program proceeds when an error occurs
- EE. Used to specify the format of numeric data in placeholders
- FF. Useful to combine multiple condition statements

- GG. Class that represents the standard input, output, and error streams for console applications
- HH. A jump statement that instructs the compiler to exit the current block
- II. Method to remove members from a list
- JJ. `\t`; Used to add a tab to text in code
- KK. Method to add members to a list
- LL. Property of an array; tells the number of items the array has
- MM. `\`; Used to escape characters that otherwise have a different meaning
- NN. A statement that instructs the compiler to jump to another line in the program
- OO. Represent a class's behavior
- PP. A data type that stores its own data
- QQ. A jump statement that instructs the compiler to skip the rest of the loop thereafter
- RR. Method to display messages to users
- SS. Method to split a string into substrings based on an array of user-defined separators
- TT. A statement that determines whether or not other statements will be evaluated
- UU. Converts the value of the specified Decimal to the equivalent double-precision floating-point number