Level Up OOP
Week 1: The Journey Begins
C# Vocabulary and Concept

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Answer Bank

A. Names given to the data we need to store and manipulate in our program
B. Can only hold two values: true and false
C. Tells the compiler that our program uses a certain namespace
D. Convert one data type to another
E. Object-oriented programming language developed by Microsoft in the early 2000s
F. When you give a new variable its initial value
G. Used to store single Unicode characters such as 'A' and '@'
H. A grouping of related code elements that include classes, interfaces, enums, etc.
I. +, -, *, /, and %
J. Used to hold numbers when a high degree of precision is important
K. Holds numbers with decimal places ranging from (+/-)5.0×10^{-324} to (+/-)1.7×10^{308}
L. Holds numbers with decimal places ranging from -3.4×10^{38} to $+ 3.4 \times 10^{38}$
M. The type of data a variable will store
N. Ignored by the compiler
O. Holds integral numbers from 0 to 255
P. Holds integral numbers from -2,147,483,648 to 2,147,483,647
Q. Can only contain letters, numbers, or underscores (_) and must not start with a number
R. Integrated Development Environment (IDE) that includes a text editor and debugger
S. Used to assign the value on the right side to the variable on the left side
T. The entry point of all C# console applications

Bonus:
Which data type is the default floating point data type in C#?
double