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

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[R] 2. Visual Studio Community (p.9)   [K] 12. Double (p.18)
[C] 3. Directive (p.12)   [J] 13. Decimal (p.19)
[H] 4. Namespace (p.13)   [G] 14. Char (p.19)
[T] 5. Main() method (p.14)   [B] 15. Bool (p.19)
[N] 6. Comments (p.15)   [Q] 16. Variable name (p.19)
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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 × 10308
L. Holds numbers with decimal places ranging from -3.4 x 1038 to + 3.4 x 1038
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