

Level Up OOP
C# Vocabulary and Concepts
Learn C#, Chapter 9 - 11

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|------------------------------------|----------------------------------------------|
| [A] 1. struct (116 - 118) | [L] 7. System.IO (125) |
| [B] 2. enum (114) | [H] 8. dispose() (123) |
| [C] 3. LINQ (119) | [K] 9. close() (124) |
| [E] 4. var (120) | [F] 10. EndOfStream (124) |
| [G] 5. StreamReader (122) | [I] 11. exists() (125) |
| [J] 6. StreamWriter (126) | [D] 12. FileNotFoundException (125) |

Answer Bank

- A. Is like a class but does not support inheritance.
- B. Allows programmers to provide meaningful names for a set of integral constants.
- C. Allows you to query data in your program.
- D. A specific exception that is thrown if a file is not found.
- E. A special data type we use when we want the compiler to determine the data type itself.
- F. A property of the StreamReader class that returns true when the end of the file is reached.
- G. Used to read data from a text file.
- H. A method In the System namespace that closes or releases any unmanaged resources such as files and streams once they are no longer needed.
- I. A method of the File class; used to check if the file exists.
- J. Used to write to a text file.
- K. A method used after you finish reading a file so that other programs may use the file.
- L. A namespace that provides static methods for the creations, copying, deletion, moving, and opening of a single file.