

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) |
| [E] 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.*