

Level Up OOP

Week 1: The Journey Begins

C# Vocabulary and Concept

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| [E] 1. C# (p.7) | [L] 11. Float (p.18) |
| [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) | [A] 16. Variable name (p.19) |
| [Q] 7. Variables (p.17) | [F] 17. Initialize a variable (p.20) |
| [M] 8. Data Types (p.17) | [S] 18. The Assignment Sign (p.22) |
| [P] 9. Int (p.17) | [I] 19. Basic Operators (p.23) |
| [O] 10. Byte (p.18) | [D] 20. Type Casting (p.26) |

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 × 10³⁸ to + 3.4 × 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