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

[A] 1. struct (116 - 118)
[B] 2. enum (114)
[C] 3. LINQ (119)
[E] 4. var (120)
[G] 5. StreamReader (122)
[J] 6. StreamWriter (126)

[L] 7. System.IO (125)
[H] 8. dispose() (123)
[K] 9. close() (124)
[F] 10. EndOfStream (124)
[I] 11. exists() (125)
[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.