

Intro to C# Language Structure

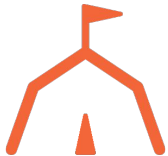


Statements

Statements direct the operation of the program.

Statements end with a semicolon (;), but blocks of code between curly braces ({ }) simply end with the right curly brace.

It is best practice to use indentation and spacing to align statements and blocks of code. This makes your code much easier to read.



Comments

Comments are used to document what the code does. This is useful not only for other programmers who may need to maintain your code, but future you as well!

A single-line comment begins with two slashes (`//`).

A block comment starts with a slash and an asterisk (`/*`) and ends with the same two symbols in reverse (`*/`).



Identifiers

Any name created in C# is called an identifier. Identifiers may be used to name classes, methods, variables, and so on. A keyword is one that is reserved by the language. It may not be used as an identifier.



Naming an Identifier

Start each identifier with a letter or underscore. Use letters, underscores, or digits for subsequent characters.

In C#, you generally stick to just letters.
Don't use keywords!



Declaring And Initializing Variables

We use variables to store data. For each variable we use, we must declare it (specifying its data type):

```
type VariableName;
```



Declaring And Initializing Variables

In order to initialize a variable, we have to assign it a value:

```
VariableName = value;
```



Constants

A constant stores a value that cannot change as the program executes.

Declare a constant by preceding the normal initialization with the keyword `const` and capitalizing all letters in the name of the variable.

