|  |  |  |
| --- | --- | --- |
| Variable | type name;  name = value;  type name = value; | int x;  x= 5;  int y=4; |
| If / else if / else | if (condition){  Piece of code to execute  }  else if (second condition){  Piece of code to execute  }  else if (third condition){  Piece of code to execute  }  else{  Piece of code to execute  }  x=condition ? valueTrue : valueFalse; | if (x>5){  Console.WriteLine(“>5”);  } else if (x>3){  Console.WriteLine(“>3”);  }  else if(x>=0){  Console.WriteLine(“>0”);  }  else{  Console.WriteLine(“negative”);  }  y= x>5 ? “>5” : “<=5” |
| while | while (condition){  code to execute } | int i=0; while(i<=5){  Console.WriteLine(i.ToString());  i++;  } |
| for |  | for (int i=0; i<=5; i++){  Console.WriteLine(i.ToString());  } |
| array | type[] name;  arrayName = new type[N] {variable1, variable2, [...], variableN};  arrayName = new type[] {variable1, variable2, [...], variableN};  arrayName = {variable1, variable2, [...], variableN};  arrayName = new type[N]; | int[] numArray;  numArray = new int [3] {1, 5, 3};  numArray = new int []{1, 5, 3};  numArray = {1, 5, 3};  numArray = new int [N]; |
| method | typeReturned methodName (inputs declarations){  //code  return valueToReturn;  }  methodName(input values); | int addTwo (int x){  y=x+2;  return y;  }  int y=addTwo(3); |