

Language Map for C#

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| Variable Declaration <i>Is this language strongly typed or dynamically typed? Provide an example of how variables are declared in this language.</i> | Yes, C# is a strongly typed language – meaning every variable, constant, and method declaration must specify a name, the type & kind of the input data, as well as the type & kind of the return data. <pre>// declarative variable float temperature; string name; // user-defined declarative variables with initializers float temperature = 60.2; string name = “Adam”;</pre> | | | | | | | | | | | | | | | | | | | | | | | |
| Data Types <i>List all of the data types (and ranges) supported by this language.</i> | <table><tr><td>int</td><td>4 bytes</td><td>whole numbers from -2,147,483,648 to 2,147,483,647</td></tr><tr><td>long</td><td>8 bytes</td><td>whole numbers from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807</td></tr><tr><td>float</td><td>4 bytes</td><td>fractional numbers with 6 to 7 decimal places</td></tr><tr><td>double</td><td>8 bytes</td><td>fractional numbers with 15 decimal places</td></tr><tr><td>bool</td><td>1 bit</td><td>true or false</td></tr><tr><td>char</td><td>2 bytes</td><td>single character/letter, surrounded by single quote ‘ ’</td></tr><tr><td>string</td><td>2 bytes per character</td><td>sequence of characters/letters, surrounded by double quotes “ ”</td></tr></table> | | | int | 4 bytes | whole numbers from -2,147,483,648 to 2,147,483,647 | long | 8 bytes | whole numbers from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 | float | 4 bytes | fractional numbers with 6 to 7 decimal places | double | 8 bytes | fractional numbers with 15 decimal places | bool | 1 bit | true or false | char | 2 bytes | single character/letter, surrounded by single quote ‘ ’ | string | 2 bytes per character | sequence of characters/letters, surrounded by double quotes “ ” |
| int | 4 bytes | whole numbers from -2,147,483,648 to 2,147,483,647 | | | | | | | | | | | | | | | | | | | | | | |
| long | 8 bytes | whole numbers from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 | | | | | | | | | | | | | | | | | | | | | | |
| float | 4 bytes | fractional numbers with 6 to 7 decimal places | | | | | | | | | | | | | | | | | | | | | | |
| double | 8 bytes | fractional numbers with 15 decimal places | | | | | | | | | | | | | | | | | | | | | | |
| bool | 1 bit | true or false | | | | | | | | | | | | | | | | | | | | | | |
| char | 2 bytes | single character/letter, surrounded by single quote ‘ ’ | | | | | | | | | | | | | | | | | | | | | | |
| string | 2 bytes per character | sequence of characters/letters, surrounded by double quotes “ ” | | | | | | | | | | | | | | | | | | | | | | |
| Selection Structures <i>Provide examples of all selection structures supported by this language (if, if else, etc.)</i> | <table><tr><td>if</td><td>if (10 > 20) { Console.WriteLine(“20 is greater than 10”); }</td></tr><tr><td>else</td><td>if (i > 20) { Console.WriteLine(“20 is greater than i”); } else { Console.WriteLine(“20 is less than i”); }</td></tr><tr><td>if else</td><td>int myNumber = 10; if (myNumber == 10) { Console.WriteLine(“Value is 10”); }</td></tr></table> | | | if | if (10 > 20) { Console.WriteLine(“20 is greater than 10”); } | else | if (i > 20) { Console.WriteLine(“20 is greater than i”); } else { Console.WriteLine(“20 is less than i”); } | if else | int myNumber = 10; if (myNumber == 10) { Console.WriteLine(“Value is 10”); } | | | | | | | | | | | | | | | |
| if | if (10 > 20) { Console.WriteLine(“20 is greater than 10”); } | | | | | | | | | | | | | | | | | | | | | | | |
| else | if (i > 20) { Console.WriteLine(“20 is greater than i”); } else { Console.WriteLine(“20 is less than i”); } | | | | | | | | | | | | | | | | | | | | | | | |
| if else | int myNumber = 10; if (myNumber == 10) { Console.WriteLine(“Value is 10”); } | | | | | | | | | | | | | | | | | | | | | | | |

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| | | <pre>else { Console.WriteLine("Value is NOT 10"); }</pre> |
| | else if | <pre>int timeOfDay = 22; if (timeOfDay < 10) { Console.WriteLine("Good morning"); } else if (time < 20) { Console.WriteLine("Good afternoon"); } else { Console.WriteLine("Good Evening"); }</pre> |
| | switch | <pre>int day; switch(day) { case 1: Console.WriteLine("Monday"); break; case 2: Console.WriteLine("Tuesday"); break; case 3: Console.WriteLine("Wednesday"); break; case 4: Console.WriteLine("Thursday"); break; case 5: Console.WriteLine("Friday"); break; }</pre> |
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| Repetition Structures | while | <pre>int i = 0;</pre> |

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| Provide examples of all repetition structures supported by this language (loops, etc.) | | <pre>while (i < 5) { Console.WriteLine(i); i++; }</pre> |
| | do while | <pre>int i = 0; do { Console.WriteLine(i); i++; } while (i < 5);</pre> |
| | for | <pre>for (int i = 0; i < 5; i++) { Console.WriteLine(i); }</pre> |
| | foreach | <pre>string [] drinks = {"Coke", "Pepsi", "Sprite"}; foreach (string i in drinks) { Console.WriteLine(i); }</pre> |
| Arrays If this language supports arrays, provide an example of creating an array with a primitive data type (e.g. float, int, etc.) | <pre>string [] drinks = {"Coke", "Pepsi", "Sprite"};</pre> | |
| Data Structures If this language provides a standard set of data structures, provide a list of the data structures and their Big-Oh complexity. | Arrays | O(1) |
| | LinkedList | O(n) |
| | Stack | O(1) |
| | Queue | O(1) |
| | Linked List | O(n) |
| | Hashtable | O(1) |
| | Binary Tree | O(log n) |
| | Binary Search Tree | O(log n) |
| | Graphs | O(1) |
| Objects If this language supports object-orientation, provide an example of how to create a simple object with a default constructor. | <pre>class Drink { string flavor = "Sprite"; static void Main(string[] args) { Drink testObj = new Drink(); Console.WriteLine(testObj.flavor); } }</pre> | |

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| | <pre> } } </pre> |
| Runtime Environment <i>What runtime environment does this language compile to? For example, Java compiles to the Java Virtual Machine.</i> <i>Do other languages also compile to this runtime?</i> | C# programs are compiled to the .NET runtime environment. Other languages that compile to the .NET runtime environment are F#, Visual Basic, C++, J#, JScript, IronPython, IronRuby, and Windows Powershell. |
| Libraries/Frameworks <i>What are the popular libraries or frameworks used by programmers for this language? List at least three (3).</i> | <ol style="list-style-type: none"> 1. Hangfire – <i>fire-and-forget</i> (automate) tasks for your .NET applications. 2. Swashbuckle – simplifies API development for users (documentation, UI to explore and test operations) 3. AutoMapper – helps remove code that mapped one object to another. |
| Domains <i>What industries or domains use this programming language? Provide specific examples of companies that use this language and what they use it for.</i> | C# is primarily used in the app development industry. For example, Microsoft uses it for web & game development. Amazon uses it in their cloud-computing divisions to assist in front-end development. Epic Games uses C# to develop its Unreal Engine to help with visual game development |