

C# for Visual Basic .NET Developers

Introduction

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craigshoemaker.net
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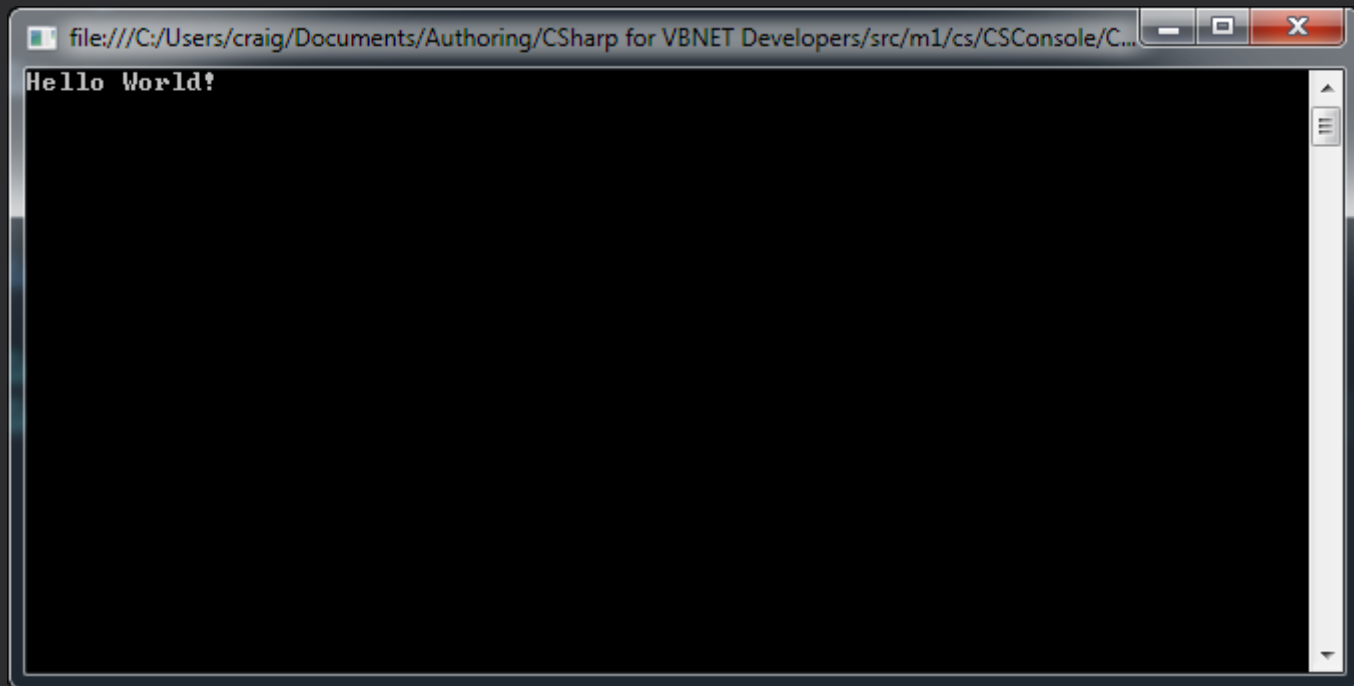


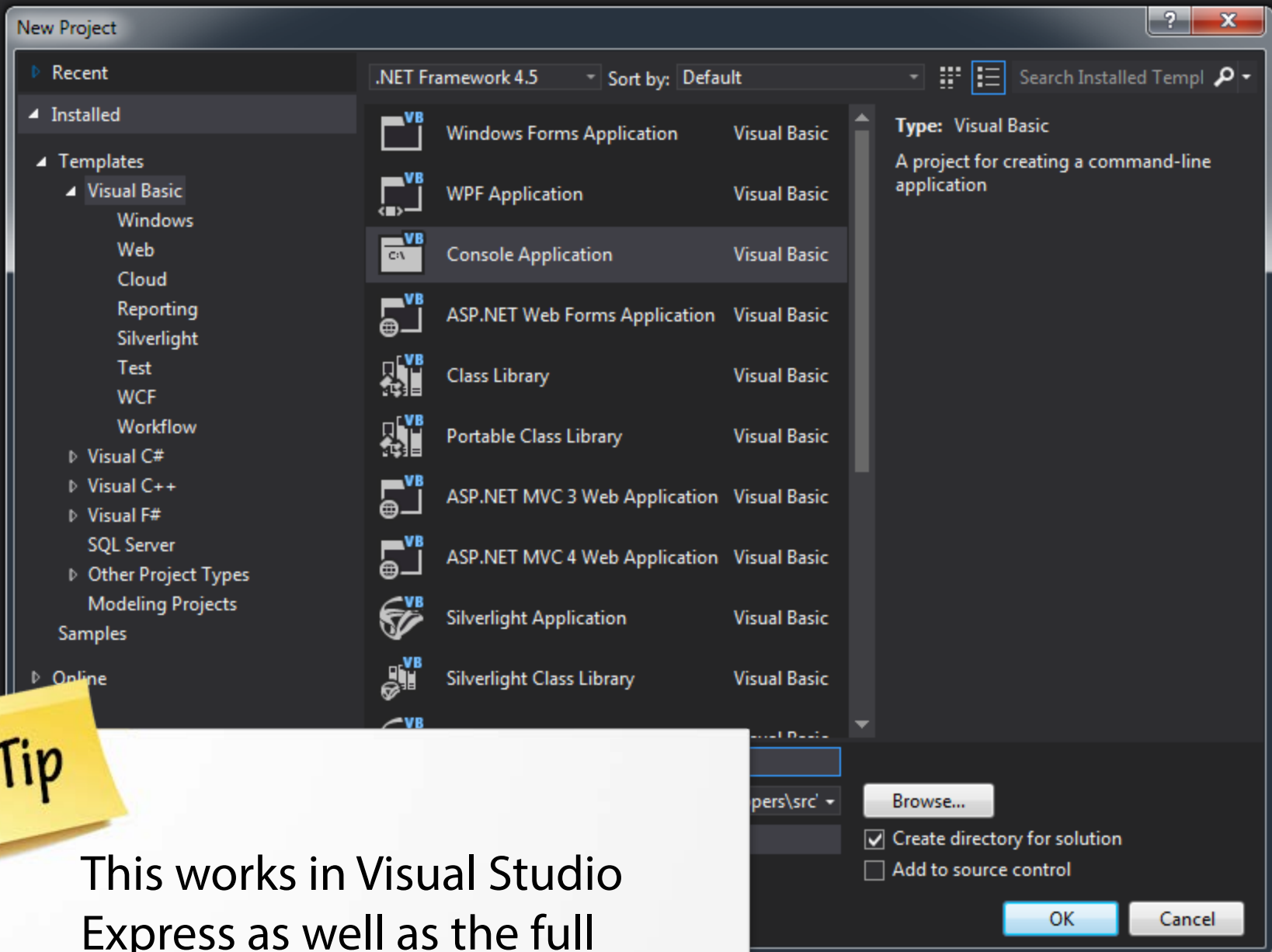
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Who Are You?

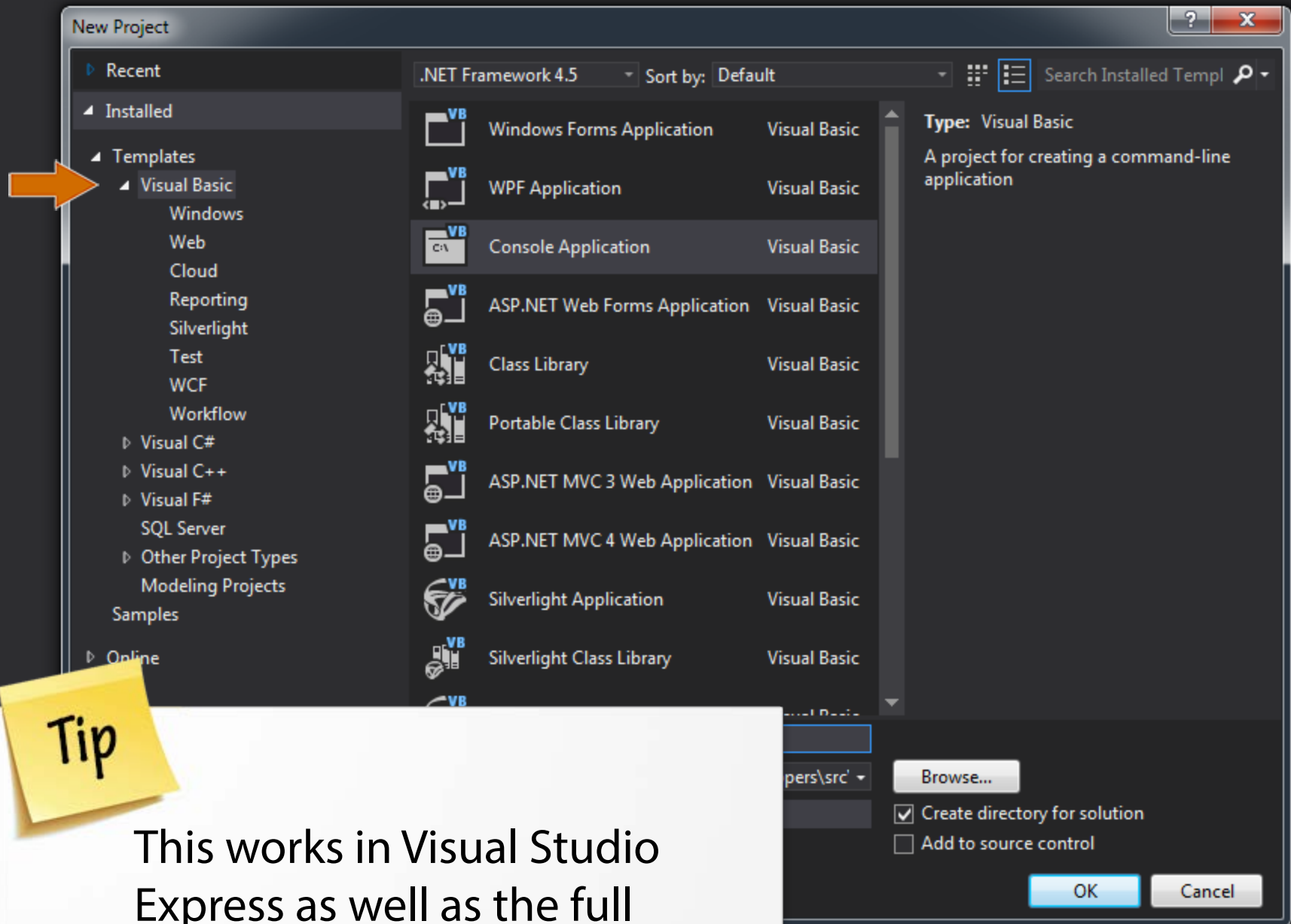






Tip

This works in Visual Studio Express as well as the full versions.



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This works in Visual Studio Express as well as the full versions.

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Visual Basic



Console Application

Visual Basic



ASP.NET Web Forms Application

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Class Library

Visual Basic



Portable Class Library

Visual Basic



ASP.NET MVC 3 Web Application

Visual Basic



ASP.NET MVC 4 Web Application

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Silverlight Class Library

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Silverlight Business Application

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Type: Visual Basic

A project for creating a command-line application

Name:

VBConsole

Location:

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Portable Class Library

Visual C#



WPF Browser Application

Visual C#



Empty Project

Visual C#



Windows Service

Visual C#



WPF Custom Control Library

Visual C#



WPF User Control Library

Visual C#



Windows Forms Control Library

Visual C#

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Web

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Reporting

Silverlight

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WCF

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SQL Server

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Samples

Online



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OK

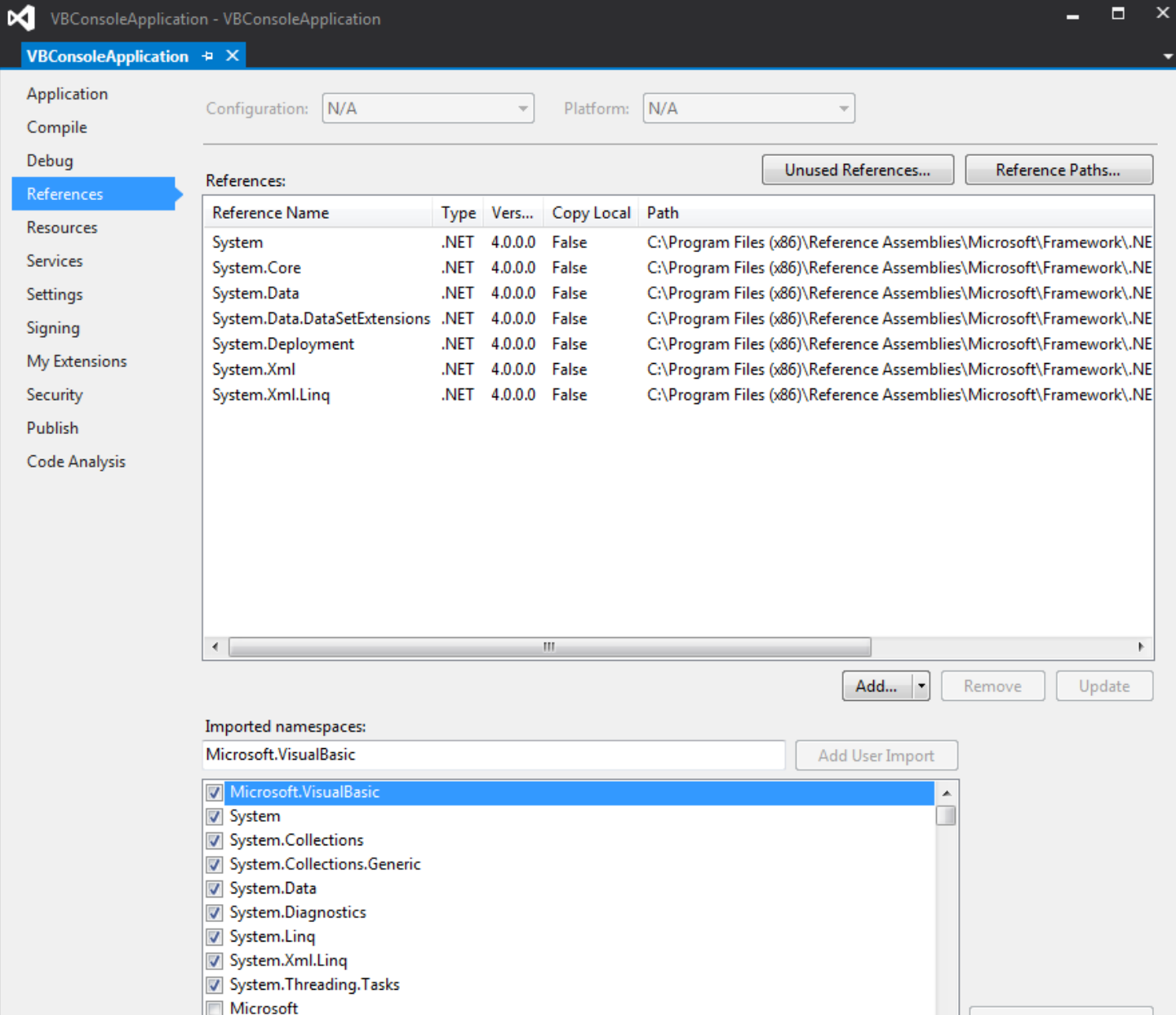
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```
Module Module1

    Sub Main()
        Console.WriteLine("Hello World!")
        Console.ReadLine()
    End Sub

End Module
```

using System;





```
using System;  
using System.Collections.Generic;  
using System.Linq;  
using System.Text;  
using System.Threading.Tasks;
```

```
Module Module1
```

```
Sub Main()
```

```
    Console.WriteLine("Hello World!")
```

```
    Console.ReadLine()
```

```
End Sub
```

```
End Module
```

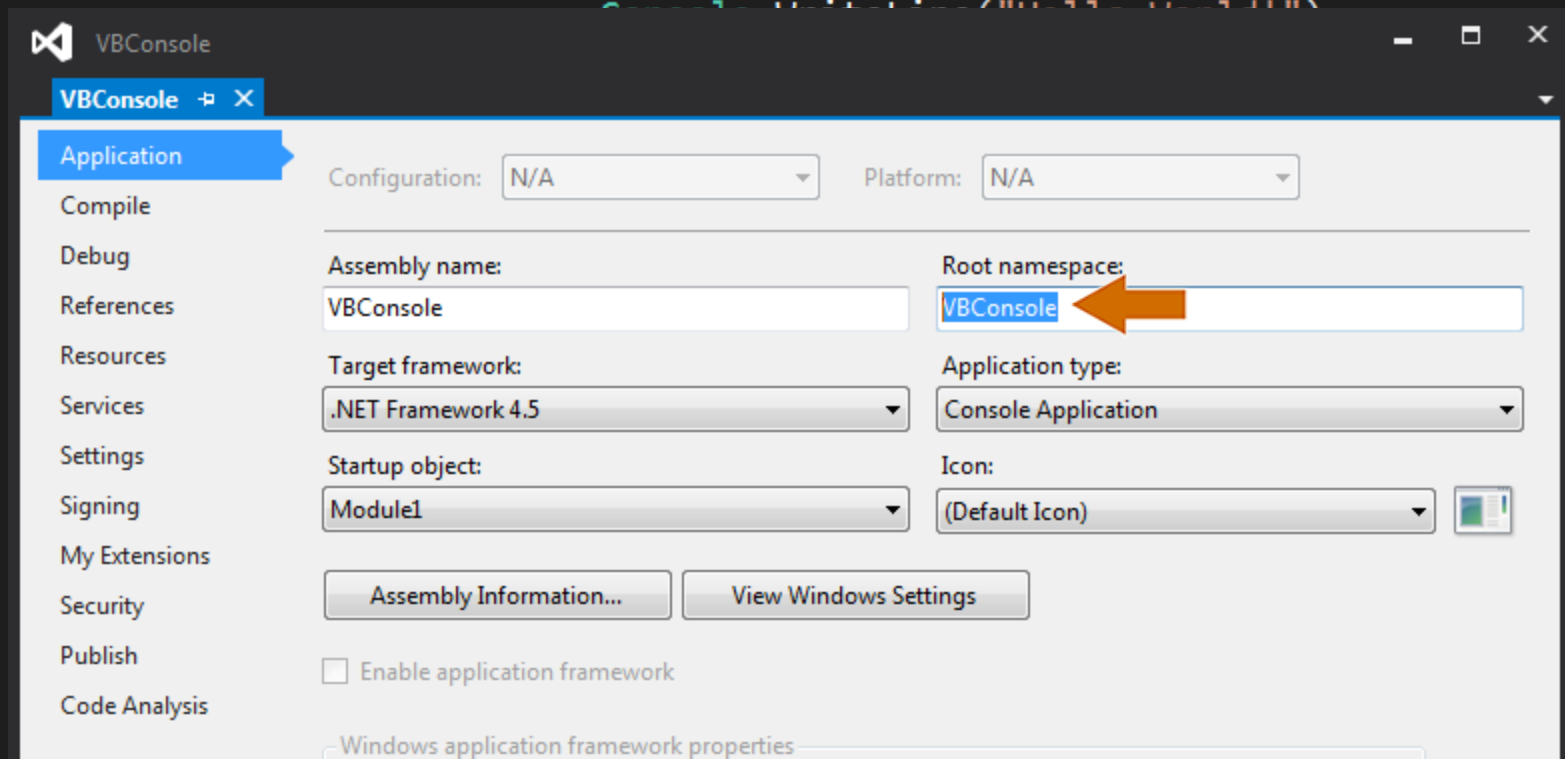
```
using System;  
using System.Collections.Generic;  
using System.Linq;  
using System.Text;  
using System.Threading.Tasks;
```



```
namespace CSConsoleApplication
```

```
Module Module1
```

```
Sub Main()
```



```
using System;  
using System.Collections.Generic;  
using System.Linq;  
using System.Text;  
using System.Threading.Tasks;
```

```
namespace CSConsoleApplication
```



```
class Program
```

```
    Sub Main()  
        Console.WriteLine("Hello World!")  
        Console.ReadLine()  
    End Sub
```

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;



namespace CSConsoleApplication

    class Program

        → static

            Console.WriteLine("Hello World!")
            Console.ReadLine()
```


Tip

 static =  Shared




```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace CSConsoleApplication

    class Program


        static void 
            Console.WriteLine("Hello World!")
            Console.ReadLine()
```

Tip

 void =  Sub

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace CSConsoleApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
            Console.ReadLine();
        }
    }
}
```



Tip



Type precedes the variable name.

```
Private _name As String
```

```
private string _name;
```




```
private string _name = "Craig";
```





```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace CSConsoleApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!")
            Console.ReadLine()
        }
    }
}
```



Tip

 args[0] =  args(0)

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace CSConsoleApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!")
            Console.ReadLine()
        }
    }
}
```

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace CSConsoleApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
            Console.ReadLine();
        }
    }
}
```



;



Why is the semicolon
necessary?

```
if (_name == "Craig")  
{  
    // statements in here  
    // will likely require  
    // semicolons  
}
```



When is the semicolon
necessary?



```
namespace CSConsole
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
            Console.ReadLine();
        }
    }
}
```

The screenshot shows the 'Error List' window in Visual Studio. It contains one error: 'CS0103: The name 'Console' does not exist in the current context'. The error message is partially visible as 'Console'. The window also shows '0 Warnings' and '0 Messages'. A search bar is visible on the right.

Visual Studio Error List window showing 1 Error, 0 Warnings, and 0 Messages. The error is a 'Missing initializer for field' in Program.cs at line 14, column 31. The error message is: 'The field 'CSCConsole' is uninitialized. Consider using the 'readonly' keyword to enforce that values are not modified before they are used. (CS0165)'.

	Descrip...	File	Line	Column	Project
1	; expected	Program.cs	14	31	CSCConsole



```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace CSConsoleApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
            Console.ReadLine();
        }
    }
}
```



VBConsole.Module1::Main : void()

Find Find Next

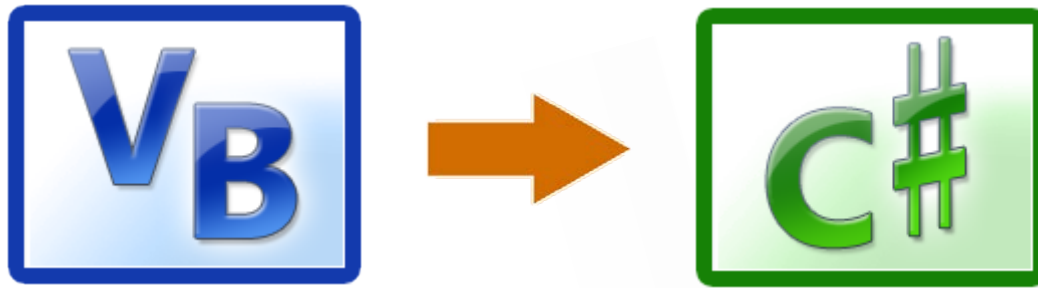
```
.method public static void Main() cil managed
{
    .entrypoint
    .custom instance void [mscorlib]System.SThreadAttribute::.ctor() = ( 01 00 00 00 )
    // Code size      20 (0x14)
    .maxstack 8
    IL_0000: nop
    IL_0001: ldstr      "Hello World!"
    IL_0006: call        void [mscorlib]System.Console::WriteLine(string)
    IL_000b: nop
    IL_000c: call        string [mscorlib]System.Console::ReadLine()
    IL_0011: pop
    IL_0012: nop
    IL_0013: ret
} // end of method Module1::Main
```

CSCConsole.Program::Main : void(string[])

Find Find Next

```
.method private hidebysig static void Main(string[] args) cil managed
{
    .entrypoint
    // Code size      19 (0x13)
    .maxstack 8
    IL_0000: nop
    IL_0001: ldstr      "Hello World!"
    IL_0006: call        void [mscorlib]System.Console::WriteLine(string)
    IL_000b: nop
    IL_000c: call        string [mscorlib]System.Console::ReadLine()
    IL_0011: pop
    IL_0012: ret
} // end of method Program::Main
```

Summary



NEXT

Basic C# Syntax