**C#**

**PART-1(INTRODUCTION TO C#)**

1. Basic structure of a C# program.

2. What is a Namespace.

3. Purpose of Main method.

Sample program used in the demo

// Namespace Declaration using System;

class Pragim

{

public static void Main()

{ // Write to console Console.WriteLine ("Welcome to PRAGIMTechnologies!");

}

}

**The namespace declaration, using System, indicates that you are using the System namespace. A namespace is used to organize your code and is collection of classes, interfaces, structs, enums and delegates. Main method is the entry point into your application.**

**PART-2(READING AND WRITING TO CONSOLE)**

1. Reading from the console

2. Writing to the console

3. Two ways to write to console

a) Concatenation

b) Place holder syntax -- Most preferred Code samples used in the demo

using System;

class Program

{

static void Main()

{

// Prompt the user for his name Console.WriteLine("Please enter your name");

// Read the name from console string UserName = Console.ReadLine();

// Concatenate name with hello word and print Console.WriteLine("Hello " + UserName);

//Placeholder syntax to print name with hello word

//Console.WriteLine("Hello {0}", UserName);

}

}

Please note that C# is case sensitive language.

Example:

using System;

class HelloWorld {

static void Main() {

Console.WriteLine("please enter your name");

string name =Console.ReadLine();

Console.WriteLine("Hello " + name);

}

}

**PART-3()**

Built-in types in C#

1. Boolean type -- Only true or false

2. Integral Types - sbyte, byte, short, ushort, int, uint, long, ulong, char

3. Floating Types -- float and double

4. Decimal Types

5. String Type