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C# programming HW02

1. Variable contained in set of {}, } is used the variable is gone
2. A statement is a command that performs an action. Always terminated by a ;
3. Identifiers are the names that you use to identify the elements in your program, such as namespaces, classes, methods and variables. (Cannot start with a number)
4. Keywords are identifiers C# reserves for its own purpose and cannot be reused by you
5. A variable is a name and location in computer memory. A variable is a storage location
6. 1. Write the name of the data type, followed by the name of the variable, followed by a semicolon. With the = sign
   2. Yes
   3. Yes
7. If you open a project rather than a solution, Visual Studio automatically creates a new solution file for it. This situation can be confusing if you are not aware of this feature because it can result in you accidentally generating multiple solutions for the same project.
8. The operator type has to be usable with the variable
9. Int.ToString()
10. Int32.Parse(stringVar);
11. Precedence governs the order in which an expressions operator are evaluated e.x. Multiplication before addition. Associativity is the direction in which the operands of an operator are evaluated e.x. you have multiple additions.
12. Rule stating that every variable must have a value before it’s used
13. Prefix operator modifies var and then evaluates it. Postfix evaluates and then modifies it
14. $ symbol at the start of the string indicates that it is an interpolated string and that any expressions between the { and } characters should be evaluated and the result substituted in their place.
15. ask the C# compiler to infer the type of a variable from an expression and use this type when declaring the variable