# .NET

## Visual Studio & C#

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# Same as Java

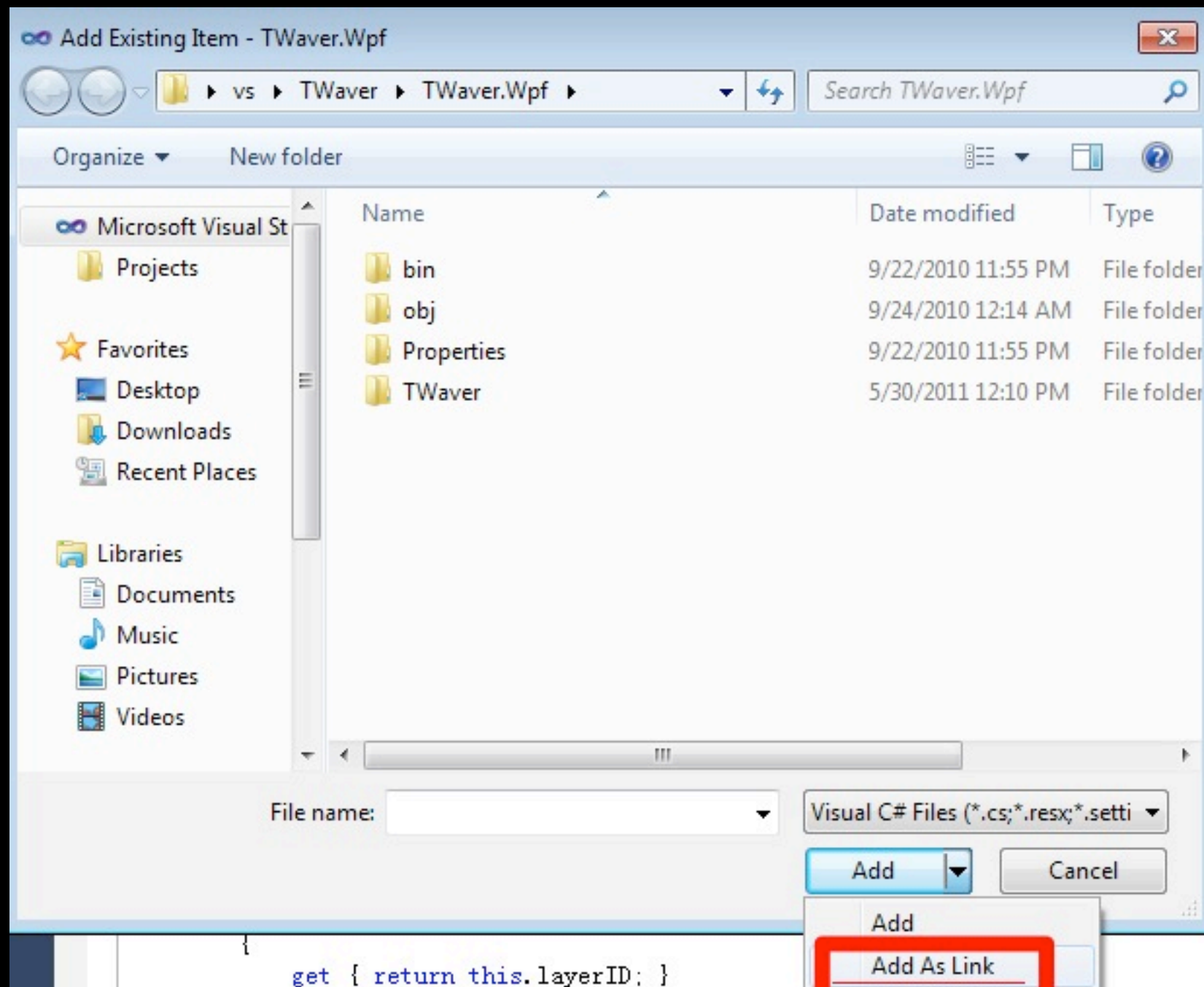| Function | C# | Java |
|---|---|---|
| Package | namespace xxx {} <br> using xxx; | package xxx; <br> import xxx; |
| Generics | public class DataBox<T> | public class Class<T> |
| Main | static void Main(string[] args) | public static void main(String[] args) |
| extend | public class Network : Canvas | public class TNetwork extends JComponent |
| for loop | foreach(var o in collection) | for(int o : collection) |
| const | public const string TREE_LAYOUT = "tree.layout"; | public final static int POSITION_HOTSPOT = 0; |
| | | |

# Difference

- public class DataBox<TData> : IClient where TData : class, IData

- public ElementBox() : this("ElementBox") { }

- public ElementBox(string name) : base(name) {}

- protected virtual void OnStyleChanged

- public override void Add(IElement element, int index)

- public virtual TValue GetStyle<TValue>(string styleProp)

- internal static void Inflate(this Rect rect, double width, double height)

- SelectionModel.SelectionChange += (e)=> { };

- public string Name { get; set;}

- #if SILVERLIGHT, #else, #endif

# Difference

- public struct Color

- public Func<IData, Color?> InnerColorFunction

- private Rect? bodyRect = null;  bodyRect.Value

- internal static void AddPadding(ref Rect rect, IStyle element, String styleProp)

- public bool TryGetValue(TKey key, out TValue value);

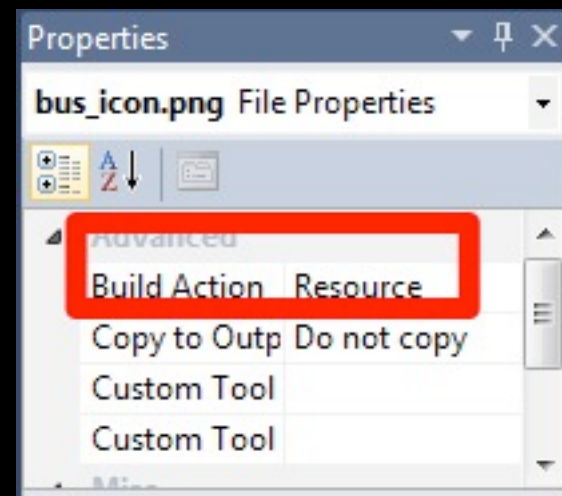- ElementUI ui = null; this.elementUIMap.TryGetValue(element, out ui);

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# Share Source Code

- Share xaml and cs files but not resource

# Resource

- Build Action: Resource

# Shortcuts

| Shortcut | Description |
|---|---|
| Ctrl + , | Navigate to |
| Ctrl + . | Show smart tag menu |
| Ctrl + J | Open IntelliSense completion list |
| F12 | Go to definition |
| Shift + F12 | Find all references |
| Ctrl + K, Ctrl + D | Format current file |
| Ctrl + K, Ctrl + F | Format selection |
| F5 | Start debug |
| F10 | Step over |
| F11 | Step into |