

Getting Started with C# Programming



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Creating Hello World

In Visual Studio

- Create a new project
- Select Templates > Visual C# > Windows > Classic Desktop
- Select Console Application
- Choose a name and location and click OK





New Project



Recent

.NET Framework 4.6

Sort by: Default



Search Installed Templates (Ctrl+E)



Installed

Templates

Visual C#

Windows

Universal

Windows 8

Classic Desktop

Web

Android

Cloud

Cross-Platform

Extensibility

iOS

LightSwitch

Office/SharePoint

Silverlight

Test

WCF

Workflow

Other Languages

Other Project Types

Modeling Projects

	Windows Forms Application	Visual C#
	WPF Application	Visual C#
	Console Application	Visual C#
	Shared Project	Visual C#
	Class Library	Visual C#
	Class Library (Portable)	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#

Type: Visual C#

A project for creating a command-line application

[Click here to go online and find templates.](#)

Name:

HelloWorld

Location:

C:\Projects\

Browse...

Solution name:

HelloWorld

☒ Create directory for solution☐ Add to source control

OK

Cancel

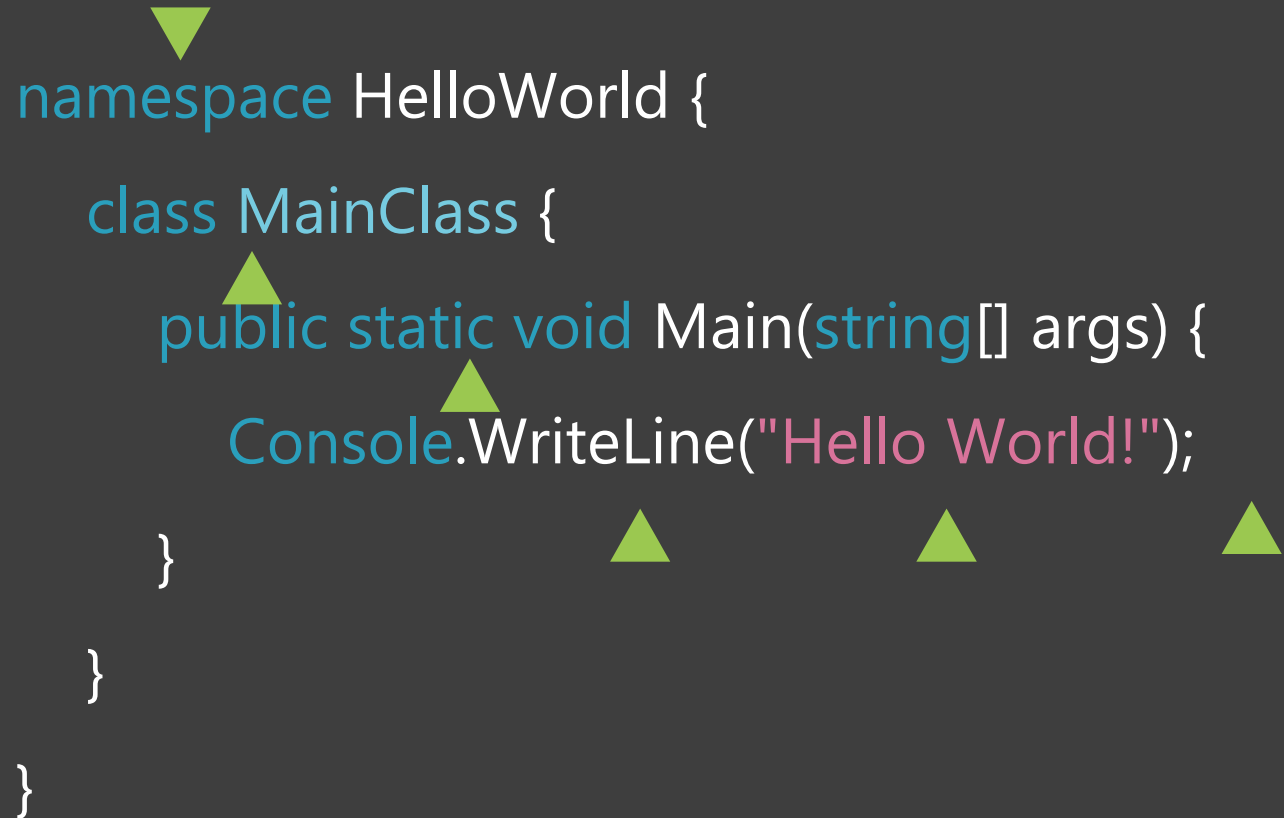
```
public static void Main(string[] args)
{
    Console.WriteLine("Hello World!");
}
```

Creating Hello World

Every program begins with Main



Taking Apart Hello World



```
namespace HelloWorld {  
    class MainClass {  
        public static void Main(string[] args) {  
            Console.WriteLine("Hello World!");  
        }  
    }  
}
```

The diagram illustrates the structure of the Hello World program. A green downward-pointing triangle is positioned above the `namespace HelloWorld {` line. A green upward-pointing triangle is positioned above the `public static void Main(string[] args) {` line. Another green upward-pointing triangle is positioned above the `Console.WriteLine("Hello World!");` line. Three additional green upward-pointing triangles are positioned below the closing braces of the `Main` method, the `MainClass` class, and the `namespace HelloWorld` namespace, respectively.



Demo



Hello World



Statements and Expressions

A statement is an instruction to the C# compiler

All statements end with a semi-colon “ ; ”

Most of the time “white space” (tabs, spaces, new lines) doesn't matter

An expression is a statement that evaluates to a value

- 3 + 2;



Demo



White Space




```
public static void Main(string[] args) {  
    Console.WriteLine("Hello World!");  
    Console.WriteLine(1 + 2);  
}
```

Hello World!

3

Press any key to continue...



There Are Bugs, and Then There Are Bugs...

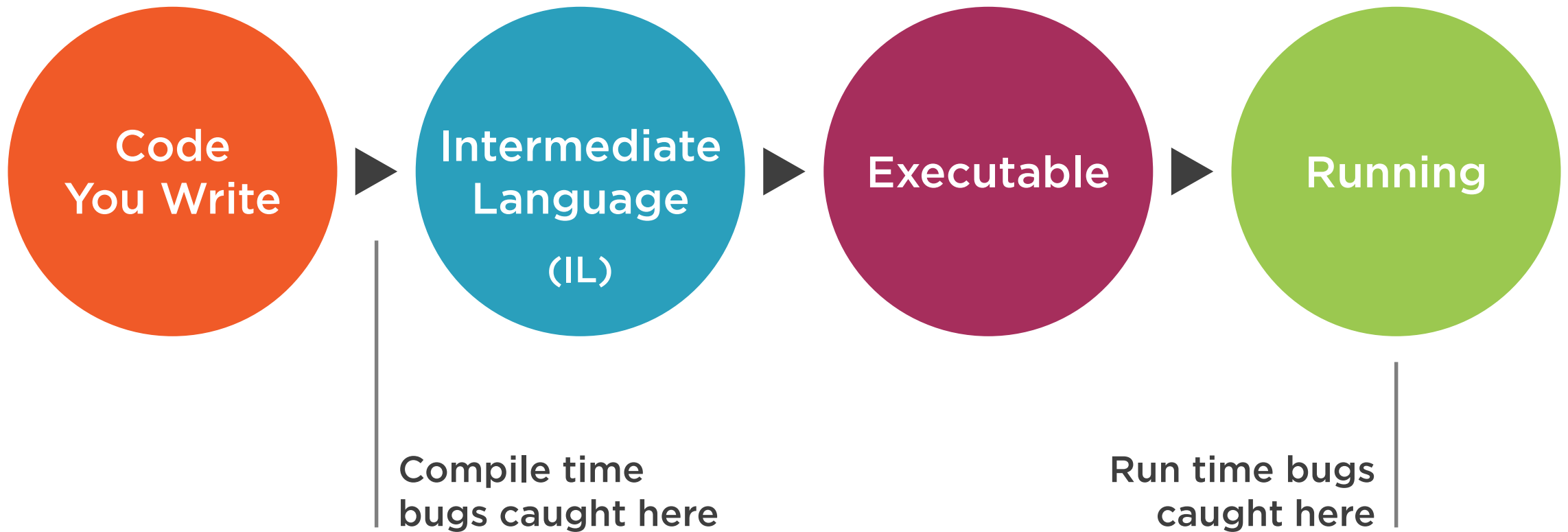


Bugs (errors) come in two flavors:

- Compile Time Bugs
- Run Time Bugs

If you are going to have a bug, you *really* want it to be a compile time bug

A Word About Compiling



The Compiler Is Your Friend.

When you are uncertain,
ask the compiler.



Summary



Statements are instructions.
They end with a semi-colon;

White space (spaces, tabs, new lines)
are usually ignored

Compile-time bugs are better than
run-time bugs

“Save time, don’t put the bugs in”

– Pat Johnson

