

Visual Studio Snippets

Inbuilt code snippets

 Name (or shortcut)	 Description	 Valid locations to insert snippet
<code>#if</code>	Creates a <code>#if</code> directive and a <code>#endif</code> directive.	Anywhere.
<code>#region</code>	Creates a <code>#region</code> directive and a <code>#endregion</code> directive.	Anywhere.
<code>~</code>	Creates a <code>finalizer</code> (destructor) for the containing class.	Inside a namespace
<code>attribute</code>	Creates a declaration for a class that derives from <code>Attribute</code> .	Inside a method an indexer a property accessor or an event accessor
<code>checked</code>	Creates a <code>checked</code> block.	Inside a method an indexer a property accessor or an event accessor
<code>class</code>	Creates a class declaration.	Inside a namespace
<code>ctor</code>	Creates a constructor for the containing class.	Inside a class.
<code>cw</code>	Creates a call to <code>WriteLine</code> .	Inside a method an indexer a property accessor or an event accessor
<code>do</code>	Creates a <code>do while</code> loop.	Inside a method an indexer a property accessor or an event accessor
<code>else</code>	Creates an <code>else</code> block.	Inside a method an indexer a property accessor or an event accessor
<code>enum</code>	Creates an <code>enum</code> declaration.	Inside a namespace
<code>equals</code>	Creates a method declaration that overrides the <code>Equals</code> method defined in the <code>Object</code> class.	Inside a class or a struct.
<code>exception</code>	Creates a declaration for a class that derives from an exception (<code>Exception</code> by default).	Inside a namespace
<code>for</code>	Creates a <code>for</code> loop.	Inside a method an indexer a property accessor or an event accessor
<code>foreach</code>	Creates a <code>foreach</code> loop.	Inside a method an indexer a property accessor or an event accessor
<code>forr</code>	Creates a <code>for</code> loop that decrements the loop variable after each iteration.	Inside a method an indexer a property accessor or an event accessor
<code>if</code>	Creates an <code>if</code> block.	Inside a method an indexer a property accessor or an event accessor
<code>indexer</code>	Creates an indexer declaration.	Inside a class or a struct.
<code>interface</code>	Creates an <code>interface</code> declaration.	Inside a namespace
<code>invoke</code>	Creates a block that safely invokes an event.	Inside a method an indexer a property accessor or an event accessor
<code>iterator</code>	Creates an iterator.	Inside a class or a struct.
<code>iterindex</code>	Creates a "named" iterator and indexer pair by using a nested class.	Inside a class or a struct.
<code>lock</code>	Creates a <code>lock</code> block.	Inside a class or a struct.

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<u>mbox</u>	Creates a call to <code>System.Windows.Forms.MessageBox.Show</code> . You may have to add a reference to <code>System.Windows.Forms.dll</code> .	Inside a method an indexer a property accessor or an event accessor
<u>namespace</u>	Creates a <u>namespace</u> declaration.	Inside a namespace (including the global namespace).
<u>prop</u>	Creates an <u>auto-implemented property</u> declaration.	Inside a class or a struct.
<u>propfull</u>	Creates a property declaration with <code>get</code> and <code>set</code> accessors.	Inside a class or a struct.
<u>proppg</u>	Creates a read-only <u>auto-implemented property</u> with a private <code>set</code> accessor.	Inside a class or a struct.
<u>sim</u>	Creates a <u>static int</u> Main method declaration.	Inside a class or a struct.
<u>struct</u>	Creates a <u>struct</u> declaration.	
<u>svm</u>	Creates a <u>static void</u> Main method declaration.	Inside a class or a struct.
<u>switch</u>	Creates a <u>switch</u> block.	Inside a method an indexer a property accessor or an event accessor
<u>try</u>	Creates a <u>try-catch</u> block.	Inside a method an indexer a property accessor or an event accessor
<u>tryf</u>	Creates a <u>try-finally</u> block.	Inside a method an indexer a property accessor or an event accessor
<u>unchecked</u>	Creates an <u>unchecked</u> block.	Inside a method an indexer a property accessor or an event accessor
<u>unsafe</u>	Creates an <u>unsafe</u> block.	Inside a method an indexer a property accessor or an event accessor
<u>using</u>	Creates a <u>using</u> directive.	Inside a namespace (including the global namespace).
<u>while</u>	Creates a <u>while</u> loop.	Inside a method an indexer a property accessor or an event accessor