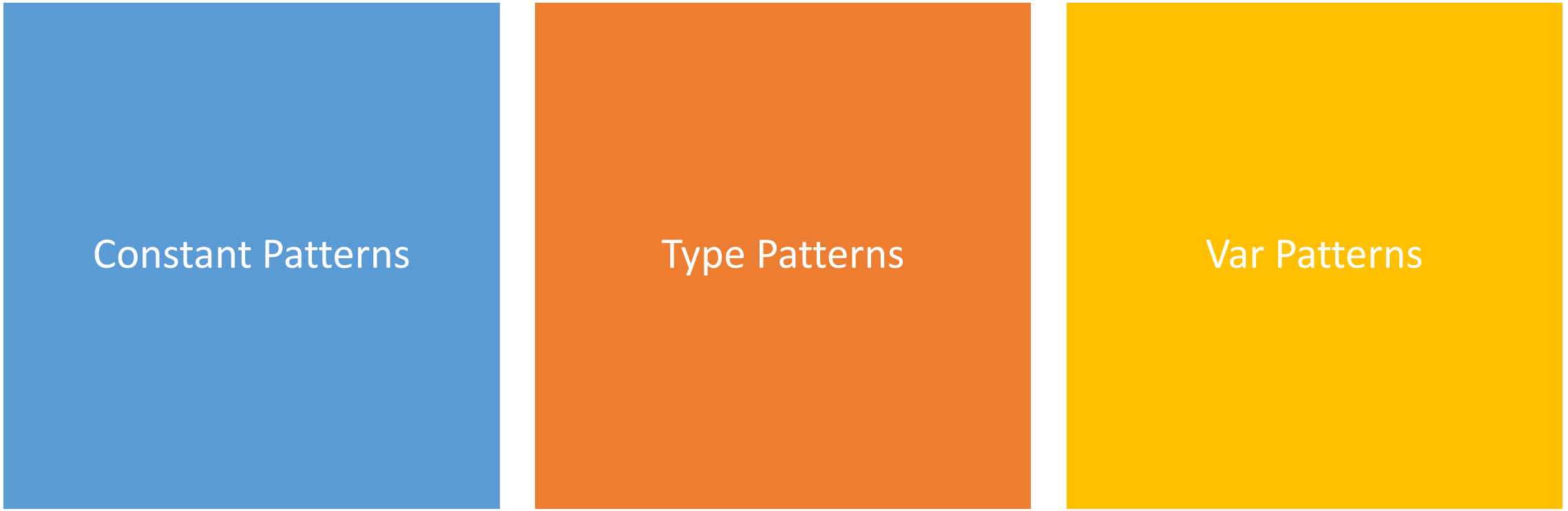
Understanding Patterns

Jesse Liberty

MICROSOFT & XAMARIN MVP

@jesseliberty http://jesseliberty.me

Syntactic elements that can test that a value has a certain “shape”


Constant Patterns
Type Patterns
Var Patterns

Patterns

Enhancing two existing constructs:

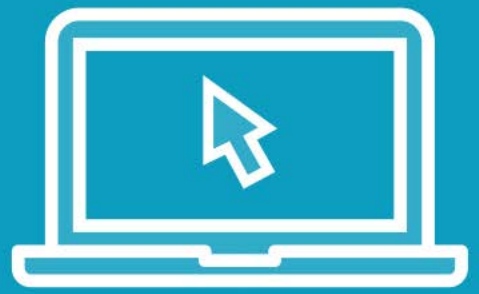
- **Is expressions** can have a pattern on the right hand side, not just types
- **case clauses** in switch statements can now match on patterns, not just constants

Switch on type

Patterns in
case clauses

Case clauses
with conditions

Demo



- Patterns

Summary

- Patterns establish the “shape” of an object
- You can test for a pattern using the *is* statement
- You can switch on a pattern in case statements
- You can now add conditionals to case statements for even finer grain distinctions