C# Notes

Can use either var or explicitly set the variable type

Console.WriteLine() instead of System.out.println()

Console.WriteLine(“Text {0} and {1}”, variable1, variable2);

Console.Write()

Console.ReadLine()

int age = int.Parse(ageAsString);

Or even better

int age = int.Parse(Console.ReadLine());

do while guaranteed to run at least once

for(; i < 10; )

for(;;) (Never ending loop)

enum

===

public int Age

{

   get { return age; }

   set { age = value; }

}

Employee Dave = new Employee();

Dave.Age = 35; // Treating the Age getter and setter as though it were a field!

Here’s an even better shorthand!

public int Age { get; set; }

prop + tab

===

Employee Dave = new Employee()

{

   Age = 35,

   Name = "David Smith",

   Salary = 50000.00,

   StartingDate = new DateTime(2012, 7, 10),

   PhoneNumber = "617-555-1212"

};

===

class Software : Item

Software is an Item

Computer mySecondComputer2 = mySecondComputer as Computer

Casting syntax

public virtual void Purchase() // Parent class

and

public override void Purchase() // Child class

Random r = new Random();

r.Next()

foreach (Item item in items)

Array.Sort F1 for the MSDN help page on the function

An interface is just a contract -> have to implement these methods

Application: Passing objects of different data types to the same array