

TOPIC		C	C++	JAVA	C# .NET	VB .NET
INTEGERS	8 bit (byte)	signed char unsigned char	signed char unsigned char	byte	byte sbyte	Byte SByte
	16 bit (short integer)	short unsigned short	short unsigned short	short char	short ushort	Short Ushort
	32 bit	long unsigned long	long unsigned long	int	int uint	Integer UInteger
	Word size	int unsigned int	int unsigned int	N/A	N/A	N/A
	Arbitrarily precise (bignum)	N/A	N/A	java.math.BigInteger	System.Numerics.BigInteger (.NET 4.0)	System.Numerics.BigInteger (.NET 4.0)
Floating point	Single Precision	float	float	float	float	Single
	Double Precision	double	double	double	double	Double
Other variable type	Character	char	char	char	char	Char
	String	N/A	string	String	String	String
	Boolean	bool	bool	boolean	bool	Boolean
	Enumeration	enum name {item1, item2,...};	enum name {item1, item2,...};	enum name {item1, item2,...}	enum name {item1, item2}	Enum name Item1 End Enum
	object Universal	void *	void *	Object	object	Object
Other type	Records Structure	struct name {type name};;	N/A	N/A	struct name {type name};;	Structure name Dim a As type End Structure
	Unions	union name {type name};;			N/A	N/A

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TOPIC		C	CPP	JAVA	C#.NET	VB.NET
Declaration	variable	Type_name name << = initial_value >>;	Type_name name << = initial_value >>;	Type_name name << = initial_value >>;	Type_name name << = initial_value >>;	Dim name As Type << = initial_value >>
	constant Type synonym	Enum{name = value }; typedef type synonym;	const Type_name name= value; typedef type synonym;	final Type_name name= value; N/A	const Type_name name= value; using synonym = type;	Const name As Type = value Imports synonym = type
Control flow	if	if(condition){instruction;} << else {instruction}>>	if(condition){instruction;} << else {instruction;}>>	if(condition){instruction;} << else {instruction;}>>	if(condition){instruction;} << else {instruction;}>>	If condition Then` instruction << Else instruction >> End If
	else if	if(condition) {instruction;} else if(condition) {instruction;} << else {instruction;} >>	if(condition) {instruction;} else if(condition) {instruction;} << else {instruction;} >>	if(condition) {instruction;} else if(condition) {instruction;} << else {instruction;} >>	if(condition) {instruction;} else if(condition) {instruction;} << else {instruction;} >>	If condition Then instruction ElseIf condition Then << Else Instruction >> End If
	Select case	switch (variable) { case case1: instruction; << break;>> << default: instruction; }>>	switch (variable) { case case1: instruction; << break;>> << default: instruction; }>>	switch (variable) { case case1: instruction; << break;>> << default: instruction; }>>	switch (variable) { case case1: instruction; << break;>> << default: instruction; }>>	Select Case variable Case case1 instruction << Case Else instruction >> End Select
	Conditional Expression	if (Condition ? Value_True : Value_False)	if (Condition ? Value_True : Value_False)	if (Condition ? Value_True : Value_False)	if (Condition ? Value_True : Value_False)	iff (Condition , Value_True , Value_False)
Loops	while	while(condition) { instruction; }	while(condition) { instruction; }	while(condition) { instruction; }	while(condition) { instruction; }	do until condition instructions Loop or While condition instructions End While

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Declaration	Do while	<pre>do { instruction; } while(condition);</pre>	<pre>do { instruction; } while(condition);</pre>	<pre>do { instruction; } while(condition);</pre>	<pre>do { instruction; } while(condition);</pre>	<pre>do instructions Loop While condition or do instructions Loop Until Condition</pre>
	for	<pre>for(<<type>>i=first; i<last; i++) { instruction; }</pre>	<pre>for(<<type>>i=first; i<last; i++) { instruction; }</pre>	<pre>for(<<type>>i=first; i<last; i++) { instruction; }</pre>	<pre>for(<<type>>i=first; i<last; i++) { instruction; }</pre>	<pre>For i =first to last <<Step 1>> instruction Next I</pre>
	foreach	N/A	<pre>for_each(start, end, function)</pre>	<pre>for(type item:set) { instruction; }</pre>	<pre>foreach (type item in set) { instruction; }</pre>	<pre>for each item as Type in set instruction Next item</pre>
	throw		<pre>throw exception;</pre>	<pre>throw exception;</pre>	<pre>throw exception;</pre>	<pre>throw exception</pre>
	handler		<pre>try {instructions } catch <<(exception)>> {instructions } << finally {instructions }>></pre>	<pre>try {instructions } catch <<(exception)>> {instructions } << finally {instructions }>></pre>	<pre>try {instructions } catch <<(exception)>> {instructions } << finally {instructions }>></pre>	<pre>try instruction Catch ex As Exception instruction Finally instruction End Try</pre>
	assertion	<pre>assert(condition);</pre>	<pre>assert(condition);</pre>	<pre>assert(condition);</pre>	<pre>System.Diagnostics. Debug.Assert(Condition);</pre>	<pre>System.Diagnostics. Debug.Assert(Condition);</pre>
Control flow	Exit block	<pre>break;</pre>	<pre>break;</pre>	<pre>break;</pre>	<pre>break;</pre>	<pre>Exit block</pre>
	continue	<pre>continue;</pre>	<pre>continue;</pre>	<pre>continue;</pre>	<pre>continue;</pre>	<pre>continue block</pre>
	Label	<pre>label:</pre>	<pre>label:</pre>	<pre>label:</pre>	<pre>label:</pre>	<pre>label:</pre>
	GOTO	<pre>goto label;</pre>	<pre>goto label;</pre>	<pre>goto label;</pre>	<pre>goto label;</pre>	<pre>Goto label</pre>

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Standard input output	Read from	<code>scanf(format, &x);</code> <code>fscanf(stdin, format, &x);</code>	<code>cin >> x;</code> <code>getline(«std::»cin, str);</code>	<code>x = System.in.read();</code> or <code>x = new</code> <code>Scanner(System.in).nextInt();</code> or <code>x = new</code> <code>Scanner(System.in).nextLine();</code>	<code>x = Console.Read();</code> or <code>x = Console.ReadLine();</code>	<code>x = Console.Read();</code> or <code>x = Console.ReadLine();</code>
	Write stdout	<code>printf(format, x);</code> <code>fprintf(stdin, format, &x);</code>	<code>cout << x;</code>	<code>System.out.print(x);</code> <code>System.out.printf(format,x);</code> <code>System.out.println(x);</code>	<code>Console.Write(<<format, >>x);</code> or <code>Console.WriteLine(<<format,>>x);</code>	<code>Console.Write(<<format,>>x)</code> or <code>Console.WriteLine(<<format,>>x)</code>
	Write Error	<code>fprintf(stderr,format,x);</code>	<code>cerr << x;</code> <code>clog << x;</code>	<code>System.err.print(x);</code> <code>System.err.printf(format,x);</code> or <code>System.err.println(x);</code>	<code>Console.Error.Write(<<format, >>x);</code> or <code>Console.Error.WriteLine(<<format,>>x);</code>	<code>Console.Error.Write(<<format,>>x)</code> or <code>Console.Error.WriteLine(<<format,>>x)</code>
Commandline argument	Argument Values	<code>argv[n]</code>	<code>argv[n]</code>	<code>argv[n]</code>	<code>argv[n]</code>	<code>cmdArgs(n)</code>
	Argument count	<code>argc</code>	<code>argc</code>	<code>args.Length</code>	<code>args.Length</code>	<code>cmdArgs.Length</code>
	Program Name	first Argument	first Argument	first Argument	<code>Assembly.GetEntryAssembly().Location;</code>	<code>[Assembly].GetEntryAssembly().Location</code>
Execution of commands	Shell Command	<code>System("Command");</code>	<code>System("Command");</code>	<code>Runtime.exec(command);</code> or <code>new</code> <code>ProcessBuilder(command).start();</code>		<code>Microsoft.VisualBasic.Interaction.Shell(command <<, WindowStyle>> <<, isWaitOnReturn>>)</code>
	Execute Program	<code>execl(path,args);</code> <code>execv(path,arglist);</code>	<code>execl(path,args);</code> <code>execv(path,arglist);</code>		<code>System.Diagnostics.Process.Start(path, argstring);</code>	<code>System.Diagnostics.Process.Start(path, argstring)</code>

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