Visual C# Code Snippets

Visual Studio 2015

Code snippets are ready-made snippets of code you can quickly insert into your code. For example, the **for** code snippet creates an empty **for** loop. Some code snippets are surround-with code snippets, which enable you to select lines of code, and then choose a code snippet which incorporates the selected lines of code. For example, when you select lines of code and then activate the **for** code snippet, it creates a **for** loop with those lines of code inside the loop block. Code snippets can make writing program code quicker, easier, and more reliable.

You can insert a code snippet at the cursor location, or insert a surround-with code snippet around the currently selected code. The Code Snippet Inserter is invoked through the **Insert Code Snippet** or **Surround With** commands on the **IntelliSense** menu, or by using the keyboard shortcuts CTRL+K and then X or CTRL+K and then S respectively.

The Code Snippet Inserter displays the code snippet name for all available code snippets. The Code Snippet Inserter also includes an input dialog box where you can type the name of the code snippet, or part of the code snippet name. The Code Snippet Inserter highlights the closest match to a code snippet name. Pressing TAB at any time will dismiss the Code Snippet Inserter and insert the currently selected code snippet. Typing ESC or clicking the mouse in the Code Editor will dismiss the Code Snippet Inserter without inserting a code snippet.

Default Code Snippets

By default the following code snippets are included in Visual Studio.

Name (or shortcut)	Description	Valid locations to insert snippet
#if	Creates a #if directive and a #endif directive.	Anywhere.
#region	Creates a #region directive and a #endregion directive.	Anywhere.
~	Creates a destructor for the containing class.	Inside a class.
attribute	Creates a declaration for a class that derives from Attribute.	Inside a namespace (including the global namespace), a class, or a struct.
checked	Creates a checked block.	Inside a method, an indexer, a property accessor, or an event accessor.
class	Creates a class declaration.	Inside a namespace (including the global namespace), a class, or a struct.
ctor	Creates a constructor for the containing class.	Inside a class.
cw	Creates a call to WriteLine.	Inside a method, an indexer, a property accessor, or an event accessor.
do	Creates a do **while** loop.	Inside a method, an indexer, a property accessor, or an event accessor.

else	Creates an else block.	Inside a method, an indexer, a property accessor, or an event accessor.
enum	Creates an enum declaration.	Inside a namespace (including the global namespace), a class, or a struct.
equals	Creates a method declaration that overrides the Equals method defined in the Object class.	Inside a class or a struct.
exception	Creates a declaration for a class that derives from an exception (Exception by default).	Inside a namespace (including the global namespace), a class, or a struct.
for	Creates a for loop.	Inside a method, an indexer, a property accessor, or an event accessor.
foreach	Creates a foreach loop.	Inside a method, an indexer, a property accessor, or an event accessor.
forr	Creates a for loop that decrements the loop variable after each iteration.	Inside a method, an indexer, a property accessor, or an event accessor.
if	Creates an if block.	Inside a method, an indexer, a property accessor, or an event accessor.
indexer	Creates an indexer declaration.	Inside a class or a struct.
interface	Creates an interface declaration.	Inside a namespace (including the global namespace), a class, or a struct.
invoke	Creates a block that safely invokes an event.	Inside a method, an indexer, a property accessor, or an event accessor.
iterator	Creates an iterator.	Inside a class or a struct.
iterindex	Creates a "named" iterator and indexer pair by using a nested class.	Inside a class or a struct.
lock	Creates a lock block.	Inside a method, an indexer, a property accessor, or an event accessor.
mbox	Creates a call to MessageBox.Show. You may have to add a reference to System.Windows.Forms.dll.	Inside a method, an indexer, a property accessor, or an event accessor.
namespace	Creates a namespace declaration.	Inside a namespace (including the global namespace).
prop	Creates an auto-implemented property declaration.	Inside a class or a struct.
propfull	Creates a property declaration with get and set accessors.	Inside a class or a struct.
propg	Creates a read-only auto-implemented property with a private "set" accessor.	Inside a class or a struct.
sim	Creates a static int Main method declaration.	Inside a class or a struct.

struct	Creates a struct declaration.	Inside a namespace (including the global namespace), a class, or a struct.
svm	Creates a static void Main method declaration.	Inside a class or a struct.
switch	Creates a switch block.	Inside a method, an indexer, a property accessor, or an event accessor.
try	Creates a try-catch block.	Inside a method, an indexer, a property accessor, or an event accessor.
tryf	Creates a try-finally block.	Inside a method, an indexer, a property accessor, or an event accessor.
unchecked	Creates an unchecked block.	Inside a method, an indexer, a property accessor, or an event accessor.
unsafe	Creates an unsafe block.	Inside a method, an indexer, a property accessor, or an event accessor.
using	Creates a using directive.	Inside a namespace (including the global namespace).
while	Creates a while loop.	Inside a method, an indexer, a property accessor, or an event accessor.

See Also

Code Snippet Functions
Code Snippets
How to: Create a New Snippet with Replacements
Template Parameters
How to: Use Surround-with Code Snippets
How to: Restore C# Refactoring Snippets