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From interview C# interview questions

What is a declaration pattern ?

In C#, declaration patterns are used for type testing and casting. They are particularly useful for writing cleaner and more efficient code.

Benefits of the Refactor:

- 1) Type Safety: Using generic collections prevents accidental insertion of incorrect data types.
- 2) Performance: Iterating over a strongly-typed collection is faster as no boxing or unboxing is needed.
- 3) Maintainability: The code is cleaner, easier to understand, and less prone to runtime errors.

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Declaration Pattern

1 // Instead of this
2 Person person = GetPerson(); // This method returns a Person object, which could be an Employee
3
4 if (person.GetType() == typeof(Employee))
5 {
6     Employee employee = (Employee)person;
7     Console.WriteLine($"Position: {employee.Position}, Salary: {employee.Salary}");
8 }
9
10 // Do this
11 Person person = GetPerson();
12
13 if (person is Employee employee)
14 {
15     Console.WriteLine($"Position: {employee.Position}, Salary: {employee.Salary}");
16 }
```

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