Programming in C# (without Visual Studio)

Explaining the code:

classesandmethods.cs

The code is quite self-explaining.

Remember some basic concepts:

* When calling a method from within the same class as the calling method, we do not need (but can) to add the Class. So MethodInTheSameClass() is equal to MainClass.MethodInTheSameClass()
* Keep in mind that you can always make your method unreachable from another class, by using “private” instead of “public”.
* C# is a strongly typed language, this means, that you always have to use the type of the variable, that you are defining. For example: string myString = “”; without “string” you will get an error.

Good programming style:

According to Johann

* Use methods, use more methods, whenever you want to put something in Main(), then be aware, that you might produce spaghetti code. Let’s outsource as much as possible to functions.
* A standard function does not return more than one value. (There are ways to omit this, for example by returning an array or a user defined class, or by using “ref” or “out”). Ideally build specialized functions, that do a small range of tasks. The more specialized you function is, the higher the possibility, that you can reuse it in a future project. Keyword: reusability of code. Whenever you feel tempted to return more than let’s say five information, then consider reducing the scope of your function.
* Use Main() only for main loop and to call functions. A Main() method written this way will automatically serve as an ideal overview over the project, even to that extent, that a non-programmer can understand the project just by reading the Main()-method.
* Your method names should be a summary of the function. The more the function name explains, the less you have to use comments to explain your code