



Classes

no instances

all static

type associated

forget **this**

Fields

(public static
void Main(){})

run-time

compile time

Constants

could be

primitive types

PascalCase

enum

strings

public const double PI = 22d/7

$\pi = 3.1416$
 $g = 9.807$
 $T = 18.2\%$

(No repeat
Quality Code)

(get:
set:)

shared

Can't be
instanced

Properties

class.var

Methods

this not valid

access only static elements

forget
objects

Constructors

precomputing

execute only one

```
1 static class SqrtPrecalculated
2 {
3     public const int MAX_VALUE = 10000;
4
5     // Static field
6     private static int[] sqrtValues;
7
8     // Static constructor
9     static SqrtPrecalculated()
10    {
11        sqrtValues = new int[MAX_VALUE + 1];
12        for (int i = 0; i < sqrtValues.Length; i++)
13        {
14            sqrtValues[i] = (int)Math.Sqrt(i);
15        }
16    }
17 }
```