Section 3 Class Notes

Arrays are reference types. But what they are storing can be either reference or value types.

Formal syntax for array:

T [ ] id;

Int [ ] hours; //uninitialized at this point.

Size is never part of type. Size is determined at runtime.

To create array, use standard New syntax:

Int [ ] hours = new int[ size ]; //size must be greater than or equal to zero.

To access array, use index. Index is zero-based:

Var x = hours[ i ];

Hours[ i ] = 10;

**Collections**

Store 100 student names

String[ ] names = new string [ 100];

All 100 values would be null. It only allocates space for the items.

//get names

Foreach (var name in names){}

System.Collections

-List (default generic – use it)

-Collection (default generic – use it)

-Stack

-Queue

-Dictionary (key – value)

1. Declare an object to store student recs

List<Student>

1. How do you delete the contents of a list?

Clear()

1. What is a generic type?

Generic implementation using arbitrary type.

1. What is an open type?

A type that cannot be created. Generic types, by definition, are open types.

Class List<T>

{

Add(T)

}

An Open Type becomes a Closed Type when you add in the extra type. List<T> is an Open Type. But as soon as you say List<Student>, it is now a Closed Type (and you can create an instance of it).

**Interfaces**

Object Initilization – it’s sole purpose is to initialize an object. It ONLY works with New. Keeps you from having a ton of variables in constructor signature.

Standard object set up:

var product = new Product();

product.Id = Product?.Id ?? 0;

product.Name = \_txtName.Text;

product.Description = \_txtDescription.Text;

product.Price = GetPrice(\_txtPrice);

product.IsDiscontinued = \_chkIsDiscontinued.Checked;

//Object Initializer syntax

//Property must be settable…. And you cannot reference a property on the right side of the assignments.

var product = new Product() {

Id = Product?.Id ?? 0,

Name = \_txtName.Text,

Description = \_txtDescription.Text,

Price = GetPrice(\_txtPrice),

IsDiscontinued = \_chkIsDiscontinued.Checked

};

Along with Object Initializers, you have Collection Initializers.

**Interface** – you don’t need to know how it works. You just use it. Also referred to as contract. The implementation details do not matter to you.

In .NET, it boils down to the members. Given the members, you can call the code. We assume an interface is going to do what is agreed upon. You only have to worry about the signatures.

Foreach is an interface.

All members of an interface are public. Cannot have fields or constructors in an interface. Properties, methods and events are the only things that make sense in an interface.

If you implement an interface, you HAVE to use it. It will not compile if you don’t.

The IEnumerable Validate lists ALL possible errors… so it is a collection.