

Levi Hamilton

CS-311-ON

Basic Structures (MO 1.3)

## Language Map for C#

<b>Variable Declaration</b>  <i>Is this language strongly typed or dynamically typed? Provide at least three examples (with different data types or keywords) of how variables are declared in this language.</i>	C# is strongly typed - any passing of wrong parameter as argument creates compilation error  <code>int myInteger = 1994;</code>  <code>string myString = "My name is ...";</code>  <code>bool isTrue = true; (boolean)</code>
<b>Data Types</b>  <i>List all of the data types (and ranges) supported by this language.</i>	<code>int (Int32)</code> - range: -2,147,483,648 to 2,147,483,647  <code>float</code> - range: $\pm 1.5 \times 10^{-45}$ to $\pm 3.4 \times 10^{38}$  <code>string</code> - arbitrary sequence of characters  <code>bool</code> - boolean value (true or false)  <code>char</code> - a single character  <code>double</code> - range: $\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$  <code>decimal</code> - range: $\pm 1.0 \times 10^{-28}$ to $\pm 7.9 \times 10^{28}$
<b>Selection Structures</b>  <i>Provide examples of all selection structures supported by this language (if, if else, etc.) <b>Don't just list them, show</b></i>	<b>If statement:</b>  <code>if (condition)</code>  <code>{</code>  <code>// Code to execute if condition is true</code>

***code samples of how each  
would look in a real program.***

```
}
```

**If-else statement:**

```
if (condition)
```

```
{
```

```
    // Code to execute if condition is true
```

```
}
```

```
else
```

```
{
```

```
    // Code to execute if condition is false
```

```
}
```

**Switch statement:**

```
switch (variable)
```

```
{
```

```
    case value1:
```

```
        // Code for value1
```

```
        break;
```

```
    case value2:
```

```
        // Code for value2
```

```
        break;
```

```
    default:
```

```
        // Code for other cases
```

```
        break;
```

```
}
```

<p><b>Repetition Structures</b></p> <p><i>Provide examples of all repetition structures supported by this language (loops, etc.)</i>  <b>Don't just list them, show code samples of how each would look in a real program.</b></p>	<p><b>For loop:</b></p> <pre>for (int i = 0; i &lt; 10; i++) {     // Code to repeat }</pre> <p><b>While loop:</b></p> <pre>while (condition) {     // Code to repeat }</pre> <p><b>Do-while loop:</b></p> <pre>do {     // Code to repeat } while (condition);</pre>
<p><b>Arrays</b></p> <p><i>If this language supports arrays, provide <b>at least two examples</b> of creating an array with a primitive or String data types (e.g. float, int, String, etc.)</i>  <i>If the language supports declaring arrays in multiple ways, provide an example of way.</i></p>	<p><b>Array of Integers:</b></p> <pre>int[] intArray = new int[] { 1, 2, 3, 4, 5 };</pre> <p><b>Strings:</b></p> <pre>string[] stringArray = new string[] { "Levi", "Mary", "Paul" };</pre>

<p><b>Data Structures</b></p> <p><i>If this language provides a standard set of data structures, provide a list of the data structures and their Big-Oh complexity (identify what the complexity represents).</i></p>	<p>There are various data structures like Llist, Dictionary, and HashSet. The BigO complexities vary depending on the operation - List has <math>O(1)</math> for indexing and <math>O(n)</math> for insertion and deletion. <math>O(1)</math> means the runtime is independent and bounded by a constant, whereas <math>O(n)</math> means the algorithm increases linearly with the size of the input.</p>
<p><b>Objects</b></p> <p><i>If this language support object-orientation, provide an example of how you would write a simple object with a default constructor and then how you would instantiate it.</i></p>	<pre> class MyClass {     public int MyProperty { get; set; }      Public MyClass()     {         MyProperty = 0;     }      //end default constructor }  //instantiate MyClass MyClass myObject = new MyClass();  //Set properties myObject.MyProperty = 42; </pre>
<p><b>Runtime Environment</b></p> <p><i>What runtime environment does this language compile to? For example, Java compiles to the Java Virtual Machine.</i></p>	<p>C# is compiled into Common Intermediate Language and runs on the Common Language Runtime(CLR) similarly to F# and VB.NET.</p>

<p><i>Do other languages also compile to this runtime? If so, what these other languages?</i></p>	
<p><b>Libraries/Frameworks</b></p> <p><i>What are the popular libraries or frameworks used by programmers for this language? List at least three (3) and describe what they are used for.</i></p>	<ul style="list-style-type: none"> <li>- ASP.NET: Used for building web applications.</li> <li>- Entity Framework: An Object-Relational Mapping (ORM) framework for database interactions.</li> <li>- Xamarin: Used for developing cross-platform mobile applications.</li> </ul>
<p><b>Domains</b></p> <p><i>What industries or domains use this programming language? Provide at least three specific examples of companies that use this language and what they use it for. <b>E.g. Company X uses C# for its line of business applications.</b></i></p>	<ul style="list-style-type: none"> <li>- Microsoft uses C# for Windows applications and Azure cloud services.</li> <li>- Financial institutions use C# for building trading platforms.</li> <li>- Game development companies use C# with Unity for game development</li> </ul>