C# Notes

Namespace – A container for classes/code (Like a project), classes in the same namespace can access each other (like “protected” in java)

static void Main(string[] args) {} is the main method signature

Console.WriteLine() to write to the console (cw + tab to autofill)

* With arguments separated by commend, 1st argument is a format string, and following arguments will follow that format
* Console.WriteLine(“{0} {1}”, byte.MinValue, byte.MaxValue) prints out “{0} {255}”

Primitive Types – byte, short, int, long, float, double, decimal, char, bool

.NET Types – Byte, Int16, Int32, Int64, Single, Double, Decimal, Char, Boolean

var type will infer the variable type

f and m are needed after floats and decimals

* float number = 1.2f
* decimal number = 1.2m

Overflowing check, will throw exception instead of overflowing

checked {

byte number = 255;

number = number + 1;

}

“const” keyword (like “final” in java)

Non-compatible types

* int i = Convert.ToInt32(“1”)
  + ToByte() ToInt16() ToInt32() ToInt64()
* int j = int.Parse(“1”)
  + All primitive types have parse