

Conventions and Syntax

Semicolons: You need semicolons to end each line of code. A semicolon denotes the end of a statement, or line of code. The computer will know the statement ends there, and it won't err out and mix code after the statement together.

Curly Braces: Curly braces are used to enclose code blocks, or groups of code. It helps to separate blocks of code so that objects remain separate and the code to not err out. If a curly brace is opened, it must be closed.

Opening/Closing: Curly braces, quotation marks, and parentheses must be closed, or completed. They complete sections of code. Closing these will prevent erring out.

Equals Sign: The equals sign is an assigner in C#. It does not mean equality. When you put down an equals sign, you are assigning whatever value or code you've put to the right of the sign to the left of the sign.

Methods: Methods, or code blocks, are groups of code that must be enclosed by curly braces. They can also be referred to as objects. When put in a program, they cause whatever program they are in to execute, or carry out, the statements and code within that method.

Parameters: Parameters are pieces of code that execute, or pass, values and variables to an object within a code block. The actual values depend on the arguments it pulls from. They must be enclosed by parentheses.