



# **MINICURSO C#**

## **PET CC**

**DIA 1**

# .NET FRAMEWORK

.NET is an open source developer  
platform



# Linguagens .NET

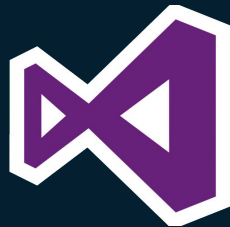
**Visual  
Basic**

**C#**

**F#**

# IDE VISUAL STUDIO

Codifique mais rápido. Trabalhe com  
mais inteligência.



# .NET CONF 2019

23 à 25 de Setembro

Lançamento do .NET Core 3.0





# A LINGUAGEM C#

C Sharp, sinal musical sustenido

# Informações Gerais

- › Mantida pela Microsoft;
- › Multiparadigma;
- › Criador: Anders Hejlsberg;
- › Common Intermediate Language;
- › Common Language Runtime;
- › Common Language Infrastructure;

# Keywords Java x C#

Java	C#	Java	C#
<code>abstract</code>	<code>abstract</code>	<code>native</code>	<code>extern</code>
<code>assert</code>	<code>Debug.Assert</code> (method)	<code>new</code>	<code>new</code>
<code>break</code>	<code>break</code>	<code>null</code>	<code>null</code>
<code>case</code>	<code>case</code>	<code>package</code>	<code>namespace</code>
<code>catch</code>	<code>catch</code>	<code>private</code>	<code>private</code>
<code>class</code>	<code>class</code>	<code>protected</code>	<code>internal</code>
<code>const</code>	<code>const</code>	<code>public</code>	<code>public</code>
<code>continue</code>	<code>continue</code>	<code>return</code>	<code>return</code>
<code>default</code>	<code>default</code>	<code>static</code>	<code>static</code>



Java	C#	Java	C#
<code>do</code>	<code>do</code>	<code>strictfp</code>	<code>n/a</code>
<code>else</code>	<code>else</code>	<code>super</code>	<code>base</code>
<code>enum</code>	<code>enum</code>	<code>switch</code>	<code>switch</code>
<code>extends</code>	<code>:</code>	<code>synchronized</code>	<code>lock</code>
<code>false</code>	<code>false</code>	<code>this</code>	<code>this</code>
<code>final</code>	<code>sealed</code>	<code>throw</code>	<code>throw</code>
<code>finally</code>	<code>finally</code>	<code>throws</code>	<code>n/a</code>
<code>for</code>	<code>for / foreach</code>	<code>transient</code>	<code>[Nonserialized]</code> <code>(attribute)</code>
<code>goto</code>	<code>goto</code>	<code>true</code>	<code>true</code>
<code>if</code>	<code>if</code>	<code>try</code>	<code>try</code>
<code>implements</code>	<code>:</code>	<code>... (varargs)</code>	<code>params</code>
<code>import</code>	<code>using</code>	<code>void</code>	<code>void</code>
<code>instanceof</code>	<code>is</code>	<code>volatile</code>	<code>volatile</code>
<code>interface</code>	<code>interface</code>	<code>while</code>	<code>while</code>

Java	C#	Java Range	C# Range
boolean	bool	true or false	true/false
byte	sbyte	-128 to 127	-128 to 127
char	char	0 to $2^{16} - 1$	0 to $2^{16} - 1$
double	double	$\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$	$\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$
float	float	$\pm 1.5 \times 10^{45}$ to $\pm 3.4 \times 10^{38}$	$\pm 1.5 \times 10^{45}$ to $\pm 3.4 \times 10^{38}$
int	int	$2^{31}$ to $2^{31}-1$	$-2^{31}$ to $2^{31}-1$
long	long	$-2^{63}$ to $2^{63}-1$	$-2^{63}$ to $2^{63}-1$
short	short	$-2^{15}$ to $2^{15}-1$	$-2^{15}$ to $2^{15}-1$
String	string	n/a	n/a
Object	object	n/a	n/a
Date	DateTime	1st Jan 1970 to implementation dependent value	1st Jan 0001 to 31st Dec 9999

## Array examples

Java

```
int[] data1;  
int data2[];
```

C#

```
int[] data1;  
n/a
```

## C# datatypes not provided as part of Java

Type	Range	Size(bits)
decimal	28-29 significant figures	128
byte	0 to 255	8
uint	$2^{32}-1$	32
ulong	0 to $2^{64}-1$	64
ushort	0 to $2^{16}-1$	16

## Links úteis:

- › <http://www.myw0.com/2014/3963/c-cheat-sheet-for-java-developers>
- › <https://dotnet.microsoft.com/learn>
- › <https://www.tutorialspoint.com/csharp/index.htm>
- › <https://www.caelum.com.br/apostila-csharp-orientacao-objetos/>