C# .net Notes

1. Assembly: C# source code is compiled into an intermediate language. These code and resources are stored in an executable file called an assembly (with an extension of .exe or .dll). An assembly contains a manifest that provides information about the assembly’s types, version, culture, and security requirements. When the C# program is executed, the assembly is loaded into common language runtime.
2. Visual studio, comment code: ctrl K+ ctrl c, uncomment code: ctrl k + ctrl u
3. byte – short – int – long(8-16-32-64 bit integer)
4. float – double -decimal (7 digits fraction-15-28), we use decimal for counted values and use float/double for measured values (https://stackoverflow.com/questions/618535/difference-between-decimal-float-and-double-in-net)
5. enum Day{Sat, Sun, Mon, Tue, Wed, Thu, Fri}
6. define a default constructor for a struct is an error, struct can be instantiated without using new operator. You must initialize all members when write a constructor with parameters. It cannot be inherited.
7. Unmanaged type
8. Abstract class cannot be instantiated; sealed class prevented it from being inherited. Non-abstract class derived from an abstract class must implemented all abstract members. Abstract and interface
9. An abstract method is implicity a virtual method?
10. By default, access modifiers is internal, which can only be accessed in same assembly. Use protected, member can be accessed in a class that is derived from other one.
11. Async: any method using await must be marked async, await means that processing cannot continue until the task finishes. (https://stackoverflow.com/questions/14455293/how-and-when-to-use-async-and-await)
12. Lambda