Intro to C#- Differing from Java

Rhys Stever

* Main Stuff
  + Printing
  + User input
  + Console
    - Window
      * Clearing
      * Using/Changing Size
    - Setting cursor position
    - Colors
  + List<> not ArrayList
  + Constants
* Classes
  + Basic format
  + Using multiple constructors
  + Properties
  + Generic Classes
  + \*\*\*3 Pillars of OOP\*\*\*
    - Encapsulation
      * Public = everywhere
      * Private = only in that class
      * Protected = only in inherited classes
    - Polymorphism
      * Overloading methods
        + Same method name in the same scope,

different parameters 🡪 different output

* + - Inheritance
      * No “extends” or “implements”, just “:”
      * Overriding methods
        + 2 methods with the same name but in different classes
        + Base one in parent class 🡪 prints a generic output
        + Overridden in child class 🡪 more specific output
      * Ex) Dog d1 = new Corgi();
        + Valid, but… C# thinks d1 is only a Dog

D1 cannot use any method from Corgi Class

Downcast to Corgi object

Corgi c = (Corgi)d1;