C #9.0

This document covers

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| Name | Code |
| Init-only setters | public class Person {  public string First {get; init;}  public string Last {get; init;}  } |
| Positional Record | public record Person(string First, string Last); |
| Deconstruct Positional Record | var p = new Person("Kenny", "Wilson")  var (f,s) = p; |
| Positional Records and with | var p2 = p with {First="John"}; |
| Top-level statements | System.Console.WriteLine("Hello World!"); |
| Type Pattern | var t = (o1, o2);  if (t is (int, string)) {} // test if o1 is an int and o2 is a string  switch (o1) {  case int: break; // test if o1 is an int  case System.String: break; // test if o1 is a string  } |
| Negation Pattern | if (e is not null) |
| And/or pattern | bool IsLetter(char c) => c is >= 'a' and <= 'z' or >= 'A' and <= 'Z'; |
| Omit type in new expression | private List<int> \_\_ints = new(); |
| Omit type in call | void Main()  {  UseDate(**new()**);  }  public void UseDate(DateTime d ) {} |