

Data Types

bool	Boolean value
byte	8-bit unsigned integer
char	16-bit Unicode character
decimal	128-bit precise decimal values with 28-29 significant digits
double	64-bit double-precision floating point
float	32-bit single-precision floating point
int	32-bit signed integer
long	64-bit signed integer
object	Base type for all other types
sbyte	8-bit signed integer
short	16-bit signed integer
string	String value
uint	32-bit unsigned integer
ulong	64-bit unsigned integer
ushort	16-bit unsigned integer

Type Conversion Methods (cont)

ToUInt64

Naming Conventions

Class	MyClass
Method	MyMethod
Local variable	myLocalVariable
Private variable	_myPrivateVariable
Constant	MyConstant

Arrays

```
int[] array = new int[] {1, 2, 3}  
int[] array = {1, 2, 3}  
var array = new int[] {1, 2, 3}  
int[] array = new int[3]
```

Statements

if-else	if (true) {...} else if (true) {...} else {...}
switch	switch (var) { case 1: break; default: break; }
for	for (int i =1; i < 5; i++) {...}
foreach-in	foreach (int item in array) {...}
while	while (true) {...}
do... while	do {...} while (true);
try-catch-finally	try {...} catch (Exception e) {...} catch {...} finally {...}

Type Conversion Methods

ToBoolean

ToByte

ToChar

.ToDateTime

ToDecimal

ToDouble

ToInt16

ToInt32

ToInt64

ToSbyte

ToSingle

ToString

ToType

ToUInt16

ToUInt32



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Classes		Other Modifiers		
Class	public class Dog {...}	abstract	Indicates that a class is intended only to be a base class of other classes	
Inheritance	public class Dog: Pet {...}	async	Indicates that the modified method, lambda expression, or anonymous method is asynchronous	
Constructor (no parameters)	public Dog () {...}	Constructors can co-exist	const	Specifies that the value of the field or the local variable cannot be modified
Constructor (one parameter)	public Dog (string var) {...}	Constructors can co-exist	event	Declares an event
Field	public string name		extern	Indicates that the method is implemented externally
Static Class	public static class Dog {...}	Must only have static members	new	Explicitly hides a member inherited from a base class
Static Member	public static int = 1		override	Provides a new implementation of a virtual member inherited from a base class
Finalizer (destructor)	~Dog () {...}	Cannot have modifiers or parameters	partial	Defines partial classes, structs and methods throughout the same assembly
Access Modifiers		readonly	Declares a field that can only be assigned values as part of the declaration or in a constructor in the same class	
public	Accessible by any other code in the same assembly or another assembly that references it	sealed	Specifies that a class cannot be inherited	
private	Only accessible by code in the same class or struct	static	Declares a member that belongs to the type itself instead of to a specific object	
protected	Only accessible by code in the same class or struct, or in a derived class	unsafe	Declares an unsafe context	
internal	Accessible by any code in the same assembly, but not from another assembly	virtual	Declares a method or an accessor whose implementation can be changed by an overriding member in a derived class	
protected internal	Accessible by any code in the same assembly, or by any derived class in another assembly	volatile	Indicates that a field can be modified in the program by something such as the operating system, the hardware, or a concurrently executing thread	



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Assignment Operators

=	Simple assignment
+=	Addition assignment
-=	Subtraction assignment
*=	Multiplication assignment
/=	Division assignment
%=	Remainder assignment
&=	AND assignment
=	OR assignment
^	XOR assignment
<<=	Left-shift assignment
>>=	Right-shift assignment

Comparison Operators

<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to
==	Equal to
!=	Not equal to

Arithmetic Operators

+	Add numbers
-	Subtract numbers
*	Multiply numbers
/	Divide numbers
%	Compute remainder of division of numbers
++	Increases integer value by 1
--	Decreases integer value by 1

Logical and Bitwise Operators

&&	Logical AND
	Logical OR
!	Logical NOT
&	Binary AND
	Binary OR
^	Binary XOR
~	Binary Ones Complement
<<	Binary Left Shift
>>	Binary Right Shift

Other Operators

sizeof()	Returns the size of a data type
typeof()	Returns the type of a class
&	Returns the address of a variable
*	Pointer to a variable
? :	Conditional expression
is	Determines whether an object is of a specific type
as	Cast without raising an exception if the cast fails



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