

C# 10 cheat sheet

Record structs

```
public readonly record struct Point(double X, double Y, double Z);
```

global using directives

```
global using static System.Math;
```

File-scoped namespace declaration

```
namespace MyNamespace;
```

Extended property patterns

```
if (e is MethodCallExpression { Method.Name: "MethodName" })
```

Allow both assignment and declaration in the same deconstruction

```
int x = 0;  
(x, int y) = point;
```