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;