C# 13 cheat sheet

**params collections**

public void Concat<T>(params ReadOnlySpan<T> items)

{

foreach (var item in items)

Console.Write($"{item} ");

Console.WriteLine();

}

Concat(1, 2, 3);

Concat(stackalloc int[]{4,5,6});

Concat(myList); // IEnumerable<T> also supported

**New lock type**

var myLock = new System.Threading.Lock();

lock (myLock)

{

// uses Lock.EnterScope() under the hood

}

**New escape sequence \e**

Console.WriteLine("\e[1mBold Text\e[0m");

**Implicit ^‑index in initializers**

var buffer = new TimerRemaining

{

buffer =

{

[^1] = 0,

[^2] = 1,

// ...

}

};

**More partial members**

partial class C

{

public partial string Name { get; } // declaration

}

partial class C

{

public partial string Name => \_name; // implementation

private string \_name = "Alice";

}