

# netCentricComputing - c# basics

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## Terminal Codes

- `dotnet new console -n NameOfTheProject`
- Go to `NameOfTheProject` folder
  - `dotnet build`
  - `dotnet run`

## Some useful commands

- `Console.Write()` => Writes in Console
- `Console.WriteLine` => Writes in Console with a additional linebrake
- `Console.Read()` => Reads from console

## Data Types

### Integers

- `byte` -> holds 8 bit data
- `short` -> holds 16 bit data
- `int` -> holds the most of the numbers we use
- `long` -> holds longest number

### Floting Numbers

dtypes	size	remarks
float	lightweight (6-9 precision)	as default, compiler assumes the all floating numbers to be double, so we must indicate float by appending f at the end, eg <code>e = 234.5f</code>
double	14-15 precision	
decimal	heavyweight (highly precise)	as default, compiler assumes the all floating numbers to be double, so we must indicate decimal by appending m at the end, eg <code>e = 23.44667564325m</code>

### Characters

- `char` -> holds a single Character
- `bool` -> holds a boolian value

## Conventions

- classes -> pascal casing
- variables -> camel casing