TEKLRN

C# LEVEL 31

Types (C#)

1. Types, variables, and values

2. Specifying types in variable declarations

3. Built-in types

4. Custom types

5. The common type system

6. Value types

7. Reference types

8. Types of literal values

9. Generic types

10. Implicit types, anonymous types, and nullable value types

11. Casting and type conversions

12. Implicit conversions

13. Explicit conversions

14. Type conversion exceptions at run time

15. Boxing and Unboxing

16. Performance

17. Boxing
    - Example

18. Unboxing
    - Example