

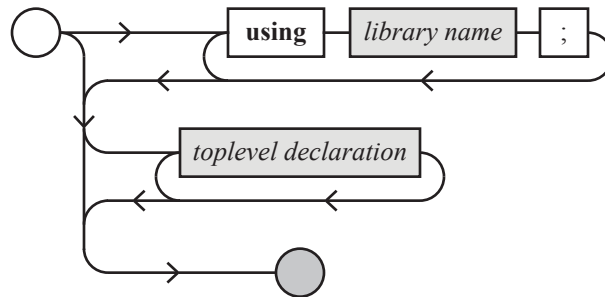
## Appendix A

### Syntax Diagrams

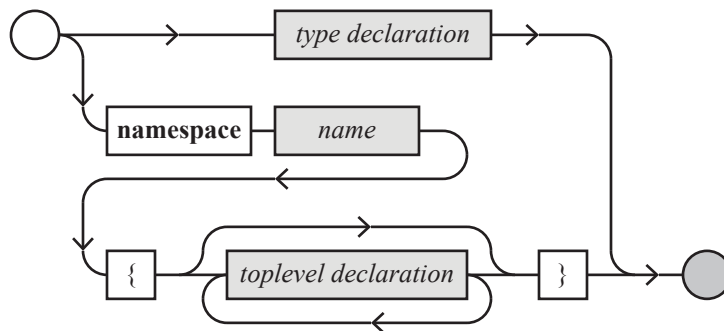
#### A.1 Introduction

In this appendix, we list a number of syntax diagrams that show how to create the most important C# constructs that are introduced in this book. Note that this is by no means a *complete* grammar of the C# language. It simply serves as an aid in constructing syntactically correct C# programs.

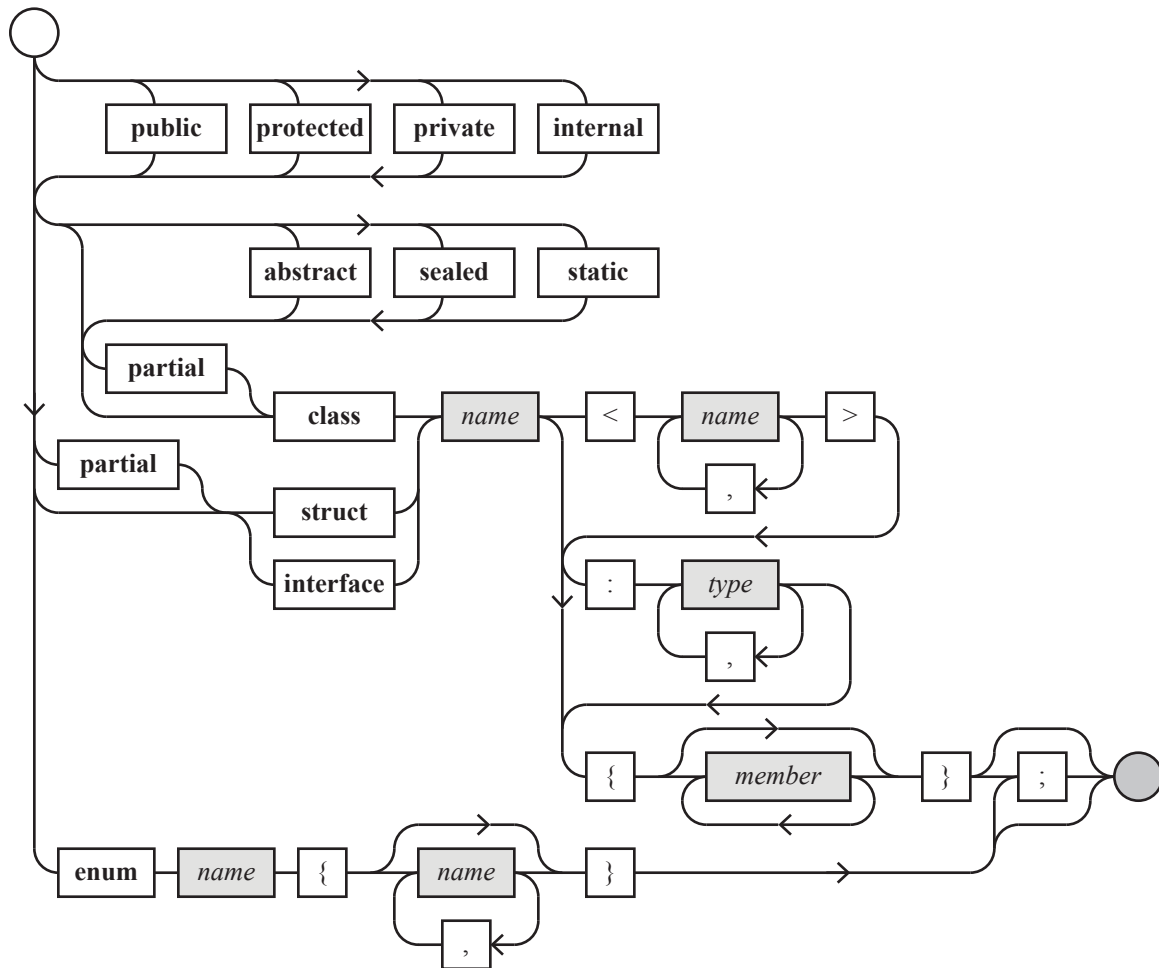
#### A.2 Compilation unit



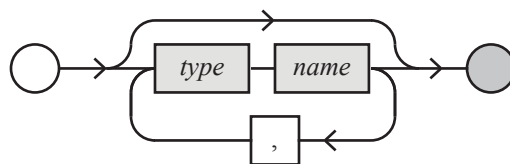
#### A.3 Toplevel declaration



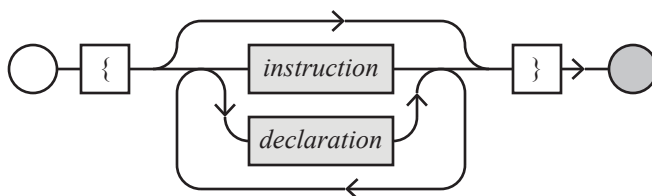
### A.4 Type declaration



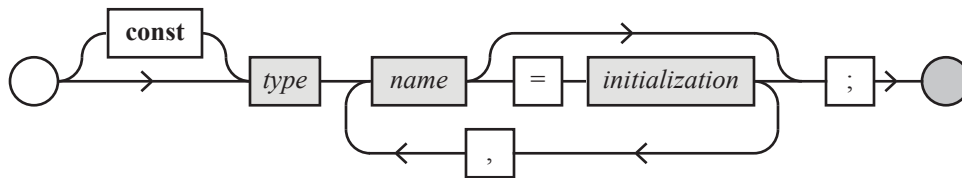
### A.5 Parameters



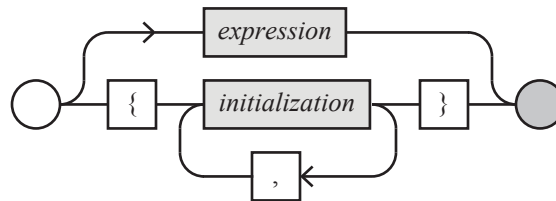
## A.7 Block



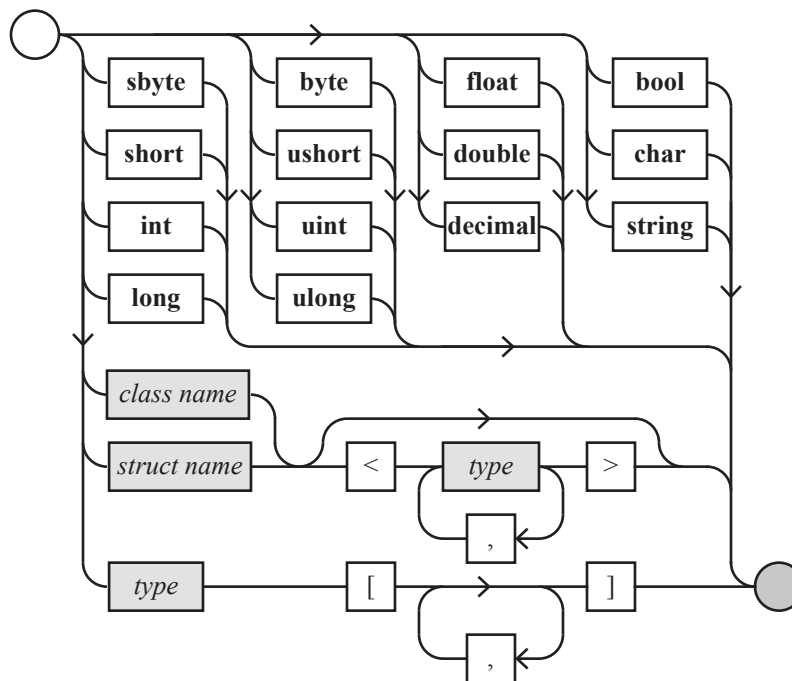
### A.8 Declaration

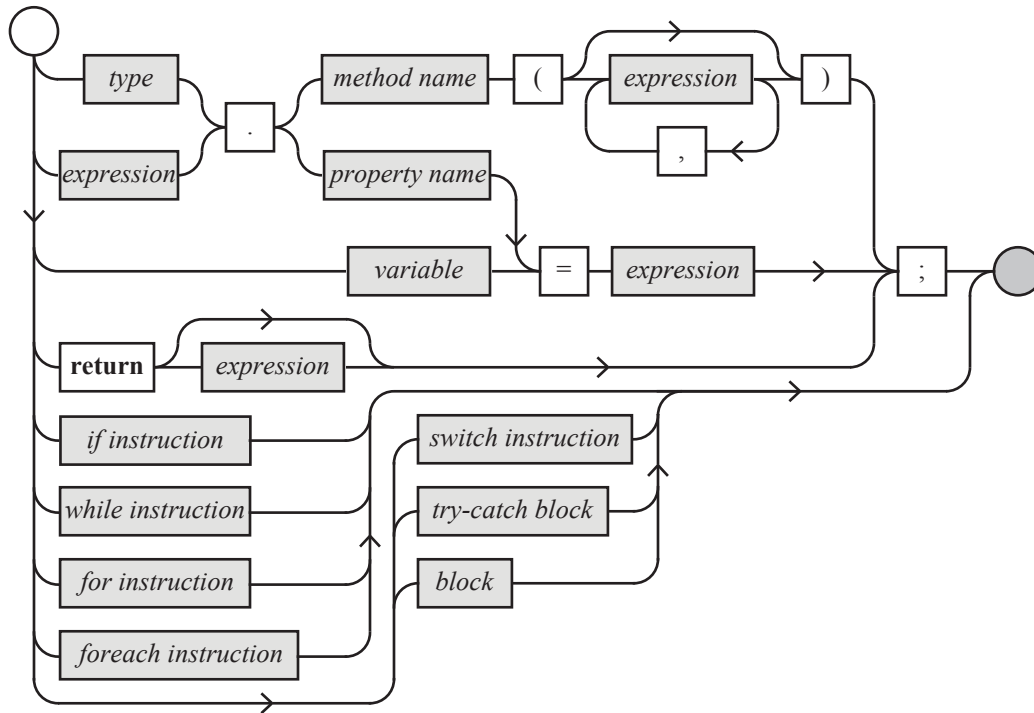
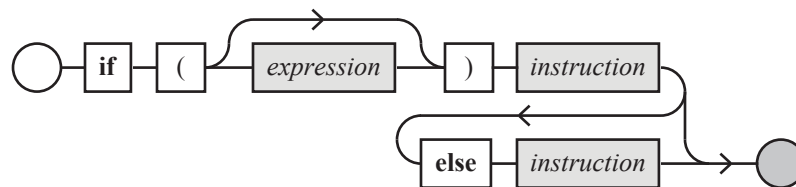
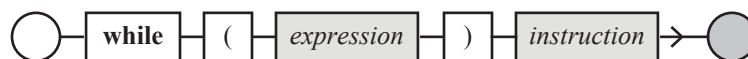


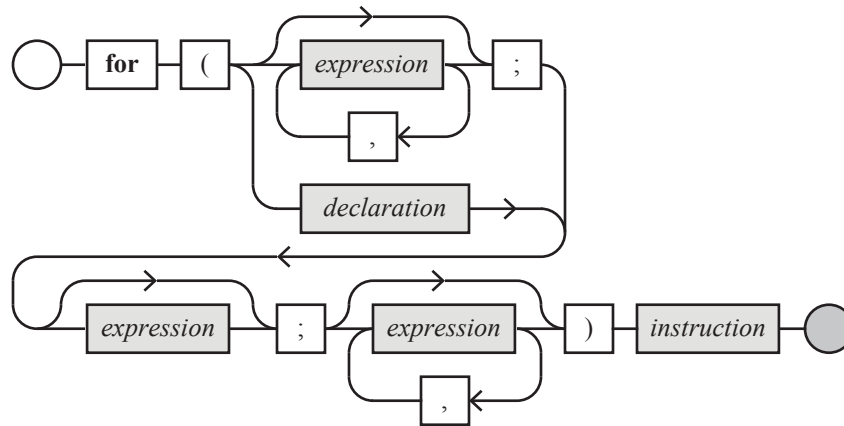
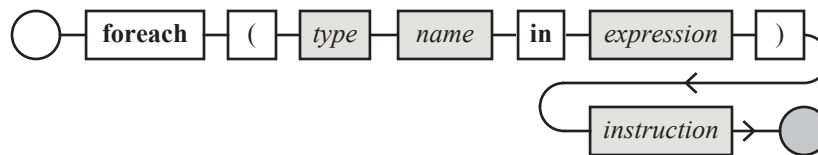
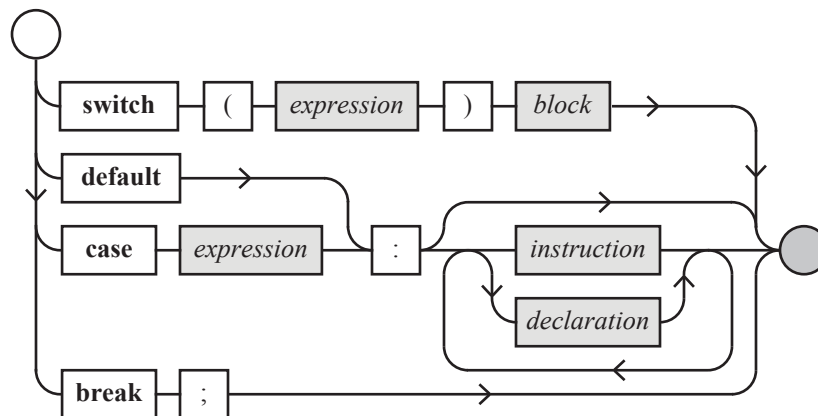
### A.9 Initialization

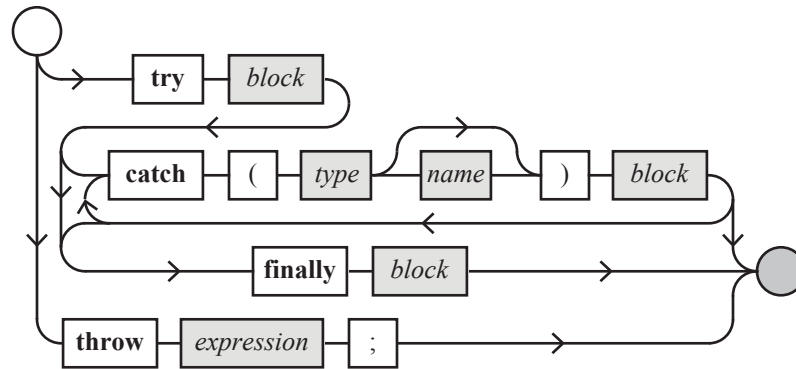
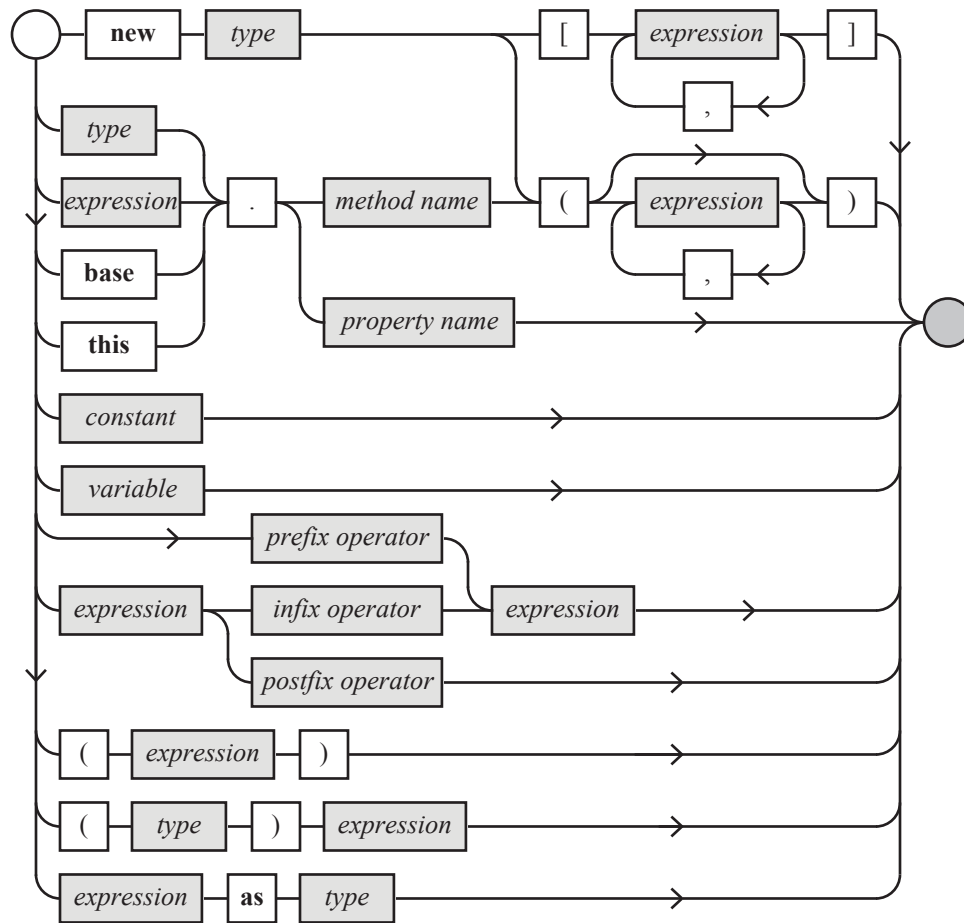


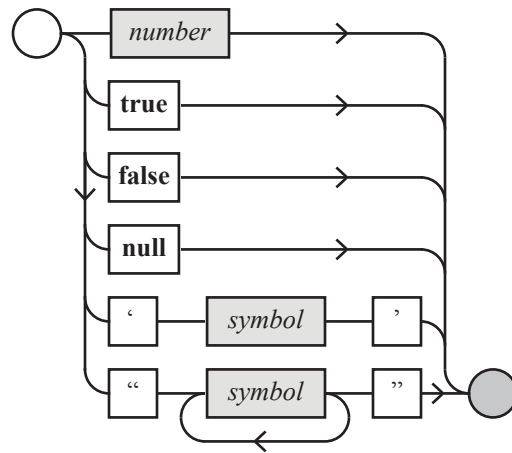
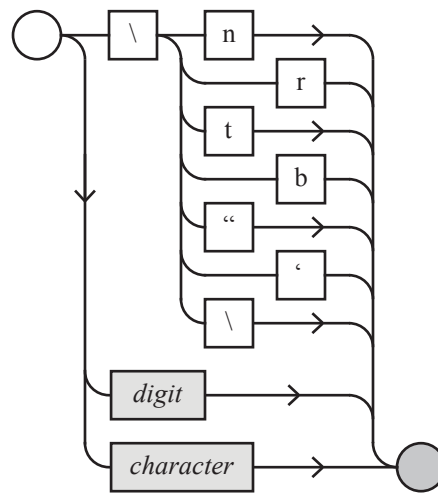
### A.10 Type



**A.11 Instruction****A.11.1 If instruction****A.11.2 While instruction**

**A.11.3 For instruction****A.11.4 Foreach instruction****A.11.5 Switch instruction**

**A.11.6 Try-catch instruction****A.12 Expression**

**A.13 Constant****A.14 Symbol****A.15 Number**