

C# Tips and Traps

Part VI

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Module Overview

- **Conditionally executing methods based on compilation symbols**
- **The conditional operator**
- **Make working with paths easier**
- **Formatting and aligning values into columns**
- **Specify methods that take an arbitrary number of arguments**
- **Simplify constructor overloads**
- **Finding out information about the current system and platform**
- **Using indexers in your own classes**

Module Summary

- **[Conditional]**
- **The conditional operator**
- **System.IO.Path**
- **Formatting and aligning values into columns**
- **params**
- **Simplify constructor overloads**
- **System.Environment**
- **Using indexers in your own classes**