一、Hello World

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Hello World!");

Console.ReadLine();

}

}

}

二、风格变换

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

TestConsoleProperty();

Console.WriteLine("Hello World!");

Console.ReadLine();

}

static void TestConsoleProperty()

{

Console.Title = "Current Time:" + DateTime.Now;

Console.ForegroundColor = ConsoleColor.Yellow;

Console.BackgroundColor = ConsoleColor.DarkBlue;

}

}

}

三、励志名言

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("如果不出意外的话，人没死就一定活着");

Console.WriteLine("人一旦困了，就会想睡觉");

Console.WriteLine("人山人海的广场真是人山人海");

Console.WriteLine("雪崩的时候没有一片雪花是不崩的");

Console.WriteLine("而一旦到了雪崩的时候雪就...蚌埠住了");

Console.WriteLine("飞流直下三千尺，疑似一千五乘二");

Console.WriteLine("两情若是长久时，又岂能短到哪去");

Console.WriteLine("但愿人长久，但愿吧...");

Console.WriteLine("正是因为废话的存在，这个原本单调，乏味，枯燥且无聊的世界，最终才有了废话的存在");

Console.ReadLine();

}

}

}

四、命名空间与Using指令

using System;

using Demo;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

Operation operation = new Operation();

Console.ReadLine();

}

}

}

namespace Demo

{

class Operation

{

}

}

五、Main方法

static void Main(string[] args){}

static void Main(){}

static int Main(string[] args){}

static int Main(){}

六、注释

//namespace Demo

//{

// class Operation

// {

// }

//}

/\*namespace Demo

{

class Operation

{

}

}\*/

七、字符串常量

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

string a = "hello,world";

string b = @"hello,world";

string c = "hello\tworld";

string d = @"hello\tworld";

string e = "joe said \"hello\"";

string f = @"joe said ""hello""";

string g = "\\\\server\\share";

string h = @"\\server\share";

string i = "one\r\ntwo";

string j = @"one

two";

Console.WriteLine(a);

Console.WriteLine(b);

Console.WriteLine(c);

Console.WriteLine(d);

Console.WriteLine(e);

Console.WriteLine(f);

Console.WriteLine(g);

Console.WriteLine(h);

Console.WriteLine(i);

Console.WriteLine(j);

Console.ReadLine();

}

}

}

八、定义常量

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

const double PI = 3.14;

int r = 3;

Console.WriteLine("圆的周长:{0}",2\*PI\*r);

Console.WriteLine("圆的面积:{0}",r\*PI\*r);

Console.ReadLine();

}

}

}

九、变量使用

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int num1 = 100;

double num2 = 100.123;

bool flag = true;

string name = "Hello";

Console.WriteLine("num1="+num1);

Console.WriteLine("num2="+num2);

Console.WriteLine("flag="+flag);

Console.WriteLine("name="+name);

Console.ReadLine();

}

}

}

十、变量使用2

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int a = 10;

int b = 20;

Console.WriteLine("a,b大的数加10后结果:" + (a > b ? a + 10 : b + 10));

Console.ReadLine();

}

}

}

十一、变量使用3

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int a = 10;

int b = 20;

Console.WriteLine("交换前:");

Console.WriteLine("a=" + a + ";b=" + b);

a = a ^ b;

b = a ^ b;

a = a ^ b;

Console.WriteLine("交换后:");

Console.WriteLine("a=" + a + ";b=" + b);

Console.ReadLine();

}

}

}

十二、浮点类型

float f = 23.3f;

float f = 23.3F;

double f = 23.3;

double f = 23.3d;

double f = 23.3D;

十三、decimal类型

decimal f = 23.3m;

十四bool类型

bool b = true;

bool b = false;

十五、使用convert类转换

double d = 12.2;

int d\_convert = Convert.ToInt32(d);

十六、BMI

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

double height = 1.78;

int weight = 55;

double exponent = weight / (height \* height);

Console.WriteLine("您的身高为："+height);

Console.WriteLine("您的体重为："+weight);

Console.WriteLine("您的BMI指数为："+exponent);

Console.WriteLine("您的体重属于：");

if (exponent<18.5)

{

Console.WriteLine("体重过轻");

}

else if (exponent>=18.5&&exponent<24.9)

{

Console.WriteLine("正常范围");

}

else if (exponent>=24.9&&exponent<29.9)

{

Console.WriteLine("体重过重");

}

else

{

Console.WriteLine("fat");

}

Console.ReadLine();

}

}

}

十七、字符类Char用法

using System;

namespace PPT23test

{

    class Program

    {

        static void Main(string[] args)

        {

            char a='a';

            char b='8';

            char c='L';

            char d='.';

            char e='|';

            char f=' ';

            Console.WriteLine( "IsLetter方法判断a是否为字母：{0}",Char.IsLetter(a) );

            Console.WriteLine( "IsDigit方法判断a是否为字母：{0}",Char.IsDigit(b) );

            Console.WriteLine( "IsLetterOrDigit方法判断a是否为字母：{0}",Char.IsLetterOrDigit(c) );

            Console.WriteLine( "IsLower方法判断a是否为字母：{0}",Char.IsLower(a) );

            Console.WriteLine( "IsUpper方法判断a是否为字母：{0}",Char.IsUpper(c) );

            Console.WriteLine( "IsPunctuation方法判断a是否为字母：{0}",Char.IsPunctuation(d) );

            Console.WriteLine( "IsSeparator方法判断a是否为字母：{0}",Char.IsSeparator(e) );

Console.WhiteSpace( "IsSeparator方法判断a是否为字母：{0}",Char.IsWhiteSpace(f) );

            Console.ReadLine();

        }

    }

}

十八、算数运算符

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int a = 21;

int b = 20;

int c;

c = a + b;

Console.WriteLine("Line 1-c 的值是{0}",c);

c = a - b;

Console.WriteLine("Line 2-c 的值是{0}", c);

c = a \* b;

Console.WriteLine("Line 3-c 的值是{0}", c);

c = a / b;

Console.WriteLine("Line 4-c 的值是{0}", c);

c = a % b;

Console.WriteLine("Line 5-c 的值是{0}", c);

c = ++a;

Console.WriteLine("Line 6-c 的值是{0}", c);

c = --a;

Console.WriteLine("Line 7-c 的值是{0}", c);

Console.ReadLine();

}

}

}

十九、算数运算符

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int a = 1;

int b;

b = a++;

Console.WriteLine("a={0}",a);

Console.WriteLine("b={0}",b);

a = 1;

b = ++a;

Console.WriteLine("a={0}", a);

Console.WriteLine("b={0}", b);

a = 1;

b = a--;

Console.WriteLine("a={0}", a);

Console.WriteLine("b={0}", b);

a = 1;

b = --a;

Console.WriteLine("a={0}", a);

Console.WriteLine("b={0}", b);

Console.ReadLine();

}

}

}

二十、实例9

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int c = 100, csharp = 100, sql = 100;

int sub = csharp - sql;

double avg = (c + csharp + sql) / 3;

Console.WriteLine("C#课和SQL课的分数之差："+sub+"分");

Console.WriteLine("3门课的平均分"+avg+"分");

Console.ReadLine();

}

}

}

二十一、实例10

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int i = 0, j = 0;

int post\_i, pre\_j;

post\_i = i++;

Console.WriteLine(i);

pre\_j = ++j;

Console.WriteLine(j);

//3++;禁止

//(i+j)++;禁止

Console.ReadLine();

}

}

}

二十二、实例11

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

int num1 = 4, num2 = 7, num3 = 7;

Console.WriteLine("num1=" + num1 + ",num2=" + num2 + ",num3=" + num3);

Console.WriteLine();

Console.WriteLine("num1<num2的结果是："+(num1<num2));

Console.WriteLine("num1>num2的结果是："+(num1>num2));

Console.WriteLine("num1==num2的结果是："+(num1==num2));

Console.WriteLine("num1!=num2的结果是："+(num1!=num2));

Console.WriteLine("num1<=num2的结果是："+(num1<=num2));

Console.WriteLine("num1>=num2的结果是："+(num1>=num2));

Console.ReadLine();

}

}

}

二十三、实例12

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("面包店打折中，活动进行中\n");

Console.WriteLine("请输入星期：");

string strweek = Console.ReadLine();

Console.WriteLine("请输入时间：");

int intTime = Convert.ToInt32(Console.ReadLine());

if ((strweek=="星期二"&&(intTime>=19&&intTime<=20))||(strweek=="星期六"&&(intTime>=17&&intTime<=18)))

{

Console.WriteLine("gongxi");

}

else

{

Console.WriteLine("sory");

}

Console.ReadLine();

}

}

}

二十四、实例13

using System;

namespace PPT23test

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("请输入年龄：");

int age = Int32.Parse(Console.ReadLine());

string info = age > 40 ? "rendaozhongnian" : "huangjinshiqi";

Console.WriteLine(info);

Console.ReadLine();

}

}

}