C# INTERMEDIATE  
OBJECT INITIALISERS

using System;  
using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Intermediate\_8\_Object\_Initializers

{

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// NOTES

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// Aside from Constructors, there is another way to Initialize an Object.

// That is an Object Iniatializer.

//\*\*\*\*\*\*\*\*

// WHAT?

//\*\*\*\*\*\*\*\*

// An Object Initializer is simply a syntax for initialising an Object without the need to call

// one of its Constructors.

//\*\*\*\*\*\*\*\*

// WHY?

//\*\*\*\*\*\*\*\*

// To avoid creating multiple Constructors.

//\*\*\*\*\*\*\*\*

// HOW?

//\*\*\*\*\*\*\*\*

// Syntax for Object Initialisation

// The below is known as 'OBJECT INITIALISATION SYNTAX'.

/\*

var person = new Person

{

FirstName = "Jason",

LastName = "Wong"

}

\*/

class Program

{

public class Person

{

public string fullName;

public int Age;

public string favouriteColour;

public string favouriteMovie;

}

static void Main(string[] args)

{

// This is an Object Initialisation

var jason = new Person

{

fullName = "Jason Wong",

Age = 31,

favouriteColour = "Black",

favouriteMovie = "The Matrix"

};

// This is an Object Initialisation

var XinZhiLei = new Person

{

fullName = "Xin Zhilei",

Age = 27,

favouriteColour = "Red",

favouriteMovie = "Ashes of Time"

};

}

}

}