

# The 'this' Reference Variable

In this lesson, you will learn about the 'this' reference variable.

## WE'LL COVER THE FOLLOWING ^

- The `this` Reference Variable
- Accessing a Field

## The `this` Reference Variable #

The `this` reference variable exists for every class. It refers to the current instance of a class. The `this.memberName` specifies that we are accessing the `memberName` of the current object.

## Accessing a Field #

We can use the `this` when we have a method argument which has the same name as a **field**. It's always a good convention for the beginners to use the `this` keyword in their class implementation when initializing or accessing the fields. This will help us avoid any confusion or errors.

Let's see it in action:

```
class VendingMachine {  
  
    private int moneyCollected = 70;  
  
    // A simple print function  
    public void PrintMoney(int moneyCollected){  
        Console.WriteLine("Money Collected using this variable: " + this.moneyCollected);  
        Console.WriteLine("Money Collected without using this variable: " + moneyCollected);  
    }  
  
}  
  
class Demo {  
  
    public static void Main(string[] args) {  
        //passing the parameters  
        var vendingMachine = new VendingMachine(); // Object created with parameterized constructor
```

```
var vendingMachine = new vendingMachine(); // Object created with parameterized constructor
vendingMachine.PrintMoney(-10);
}

}
```



In the above code, we have used the `this` keyword on **line 7**. The purpose of using `this` here is to differentiate between the arguments being passed to the method and the fields of the class. For example, `this.moneyCollected` means we are referring to the field of the class while simply using `moneyCollected` means that we are referring to the argument being passed to the method.

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At this point, we know all about the fields and methods of a class. In the next lesson, we will discover an efficient way of declaring fields and how to manipulate these fields using specific methods.