## 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.

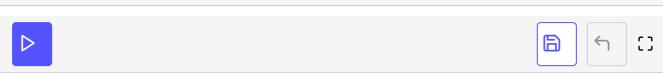
Let's see it in action:

```
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 construct
  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.

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.