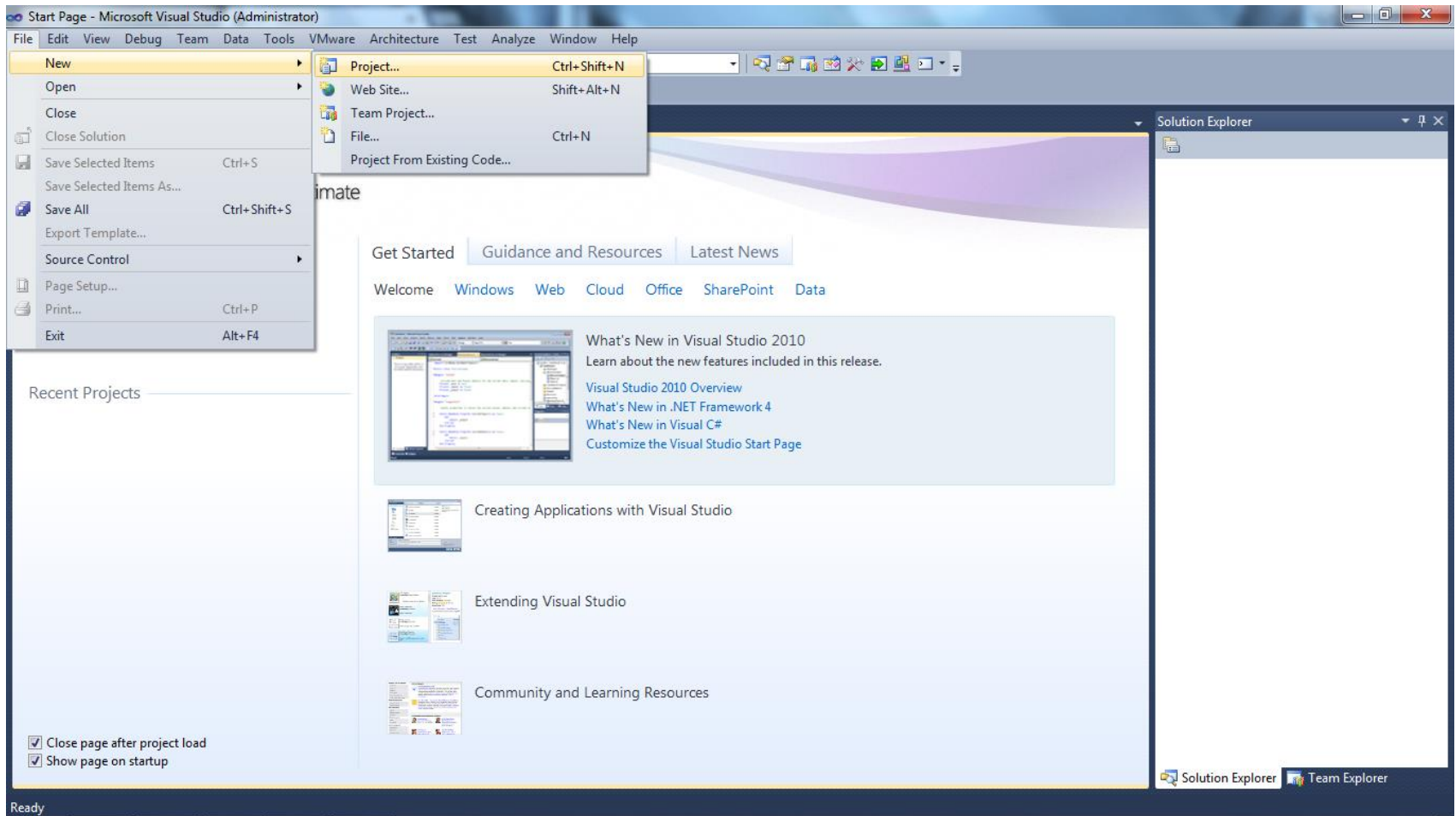


# C# introduction

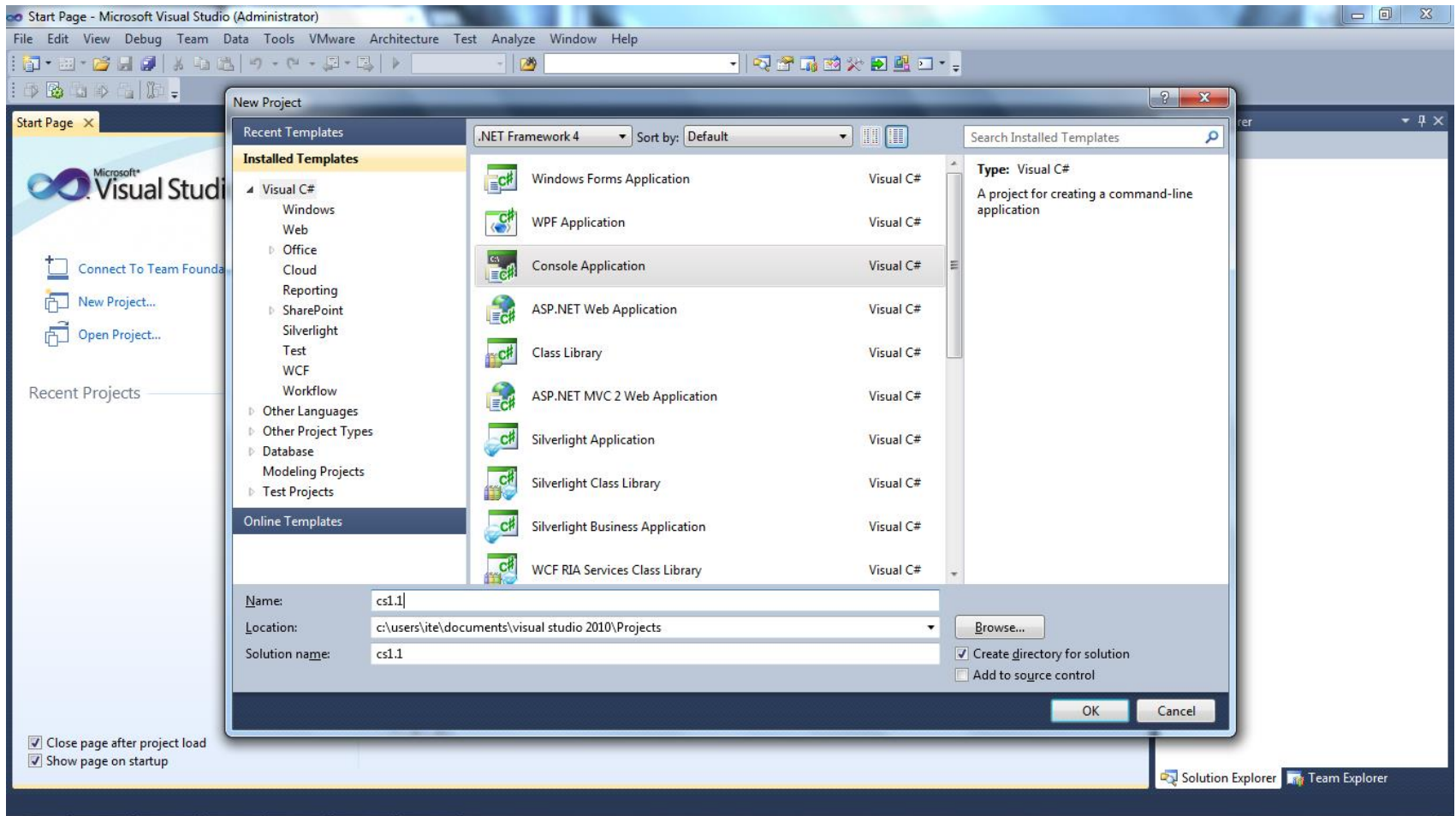
# Requierments

- Install visuall studio 2010 or later ..
- Microsoft .net framework 4 or later

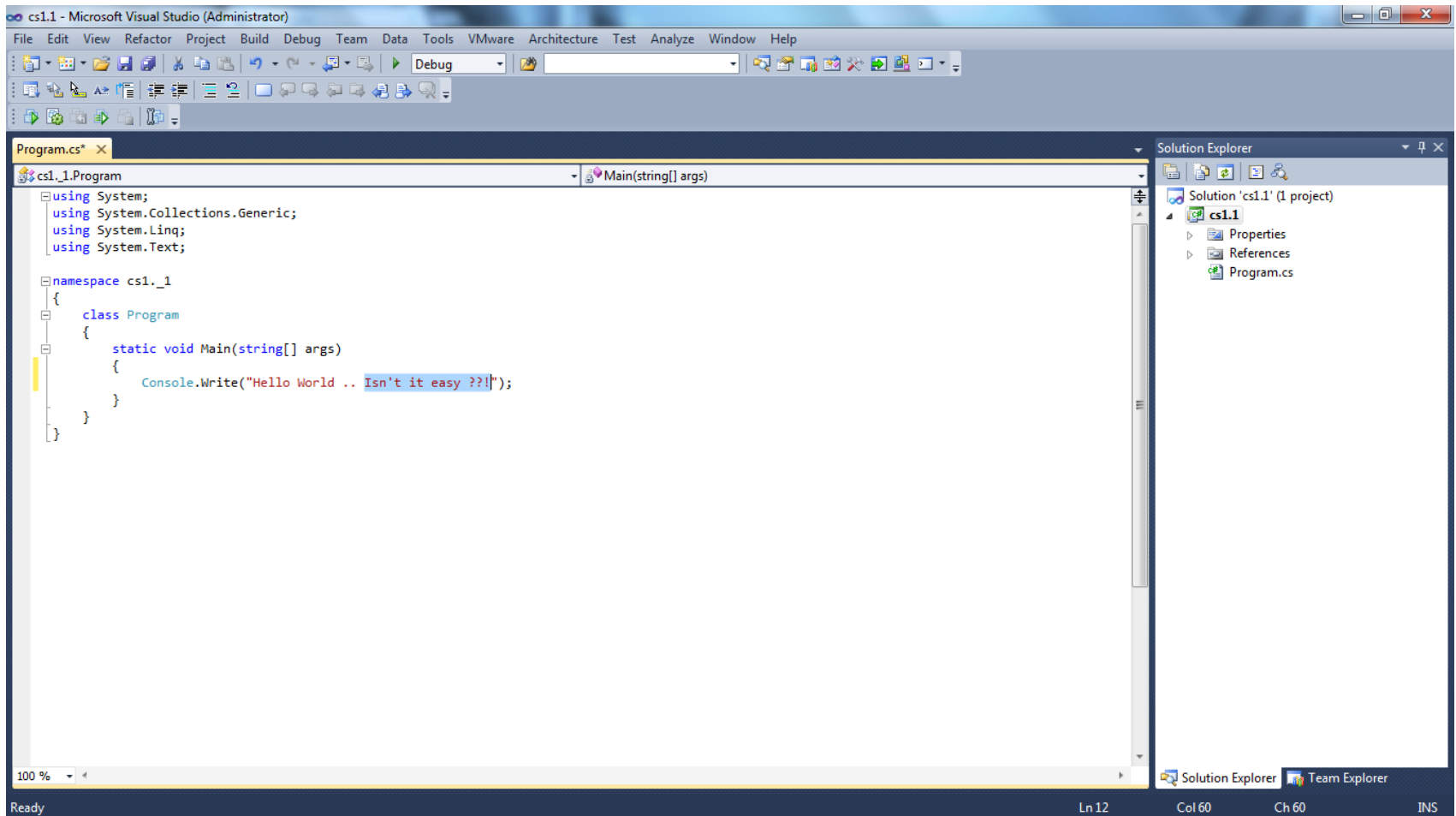
# Create new project



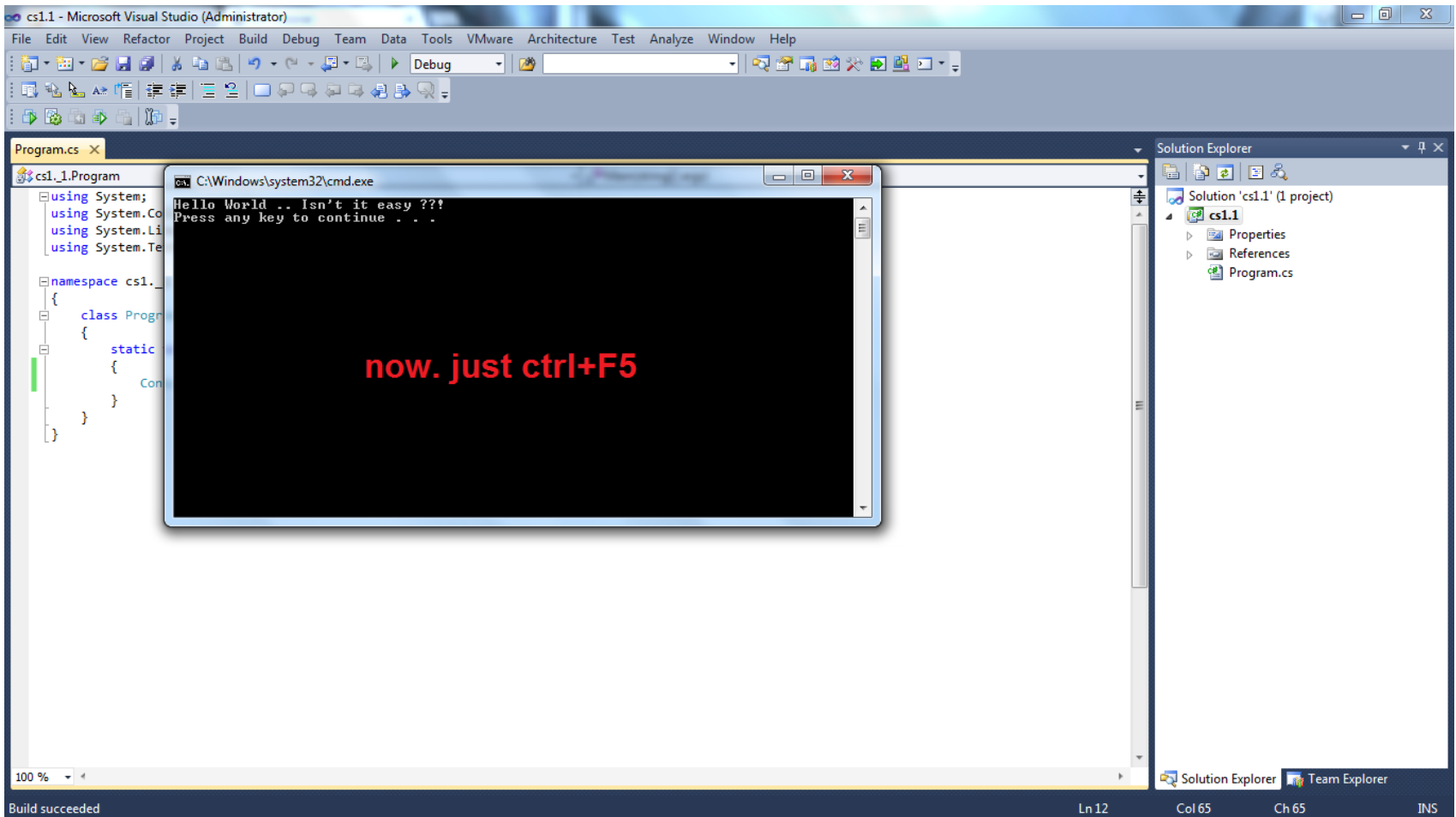
# Cont.



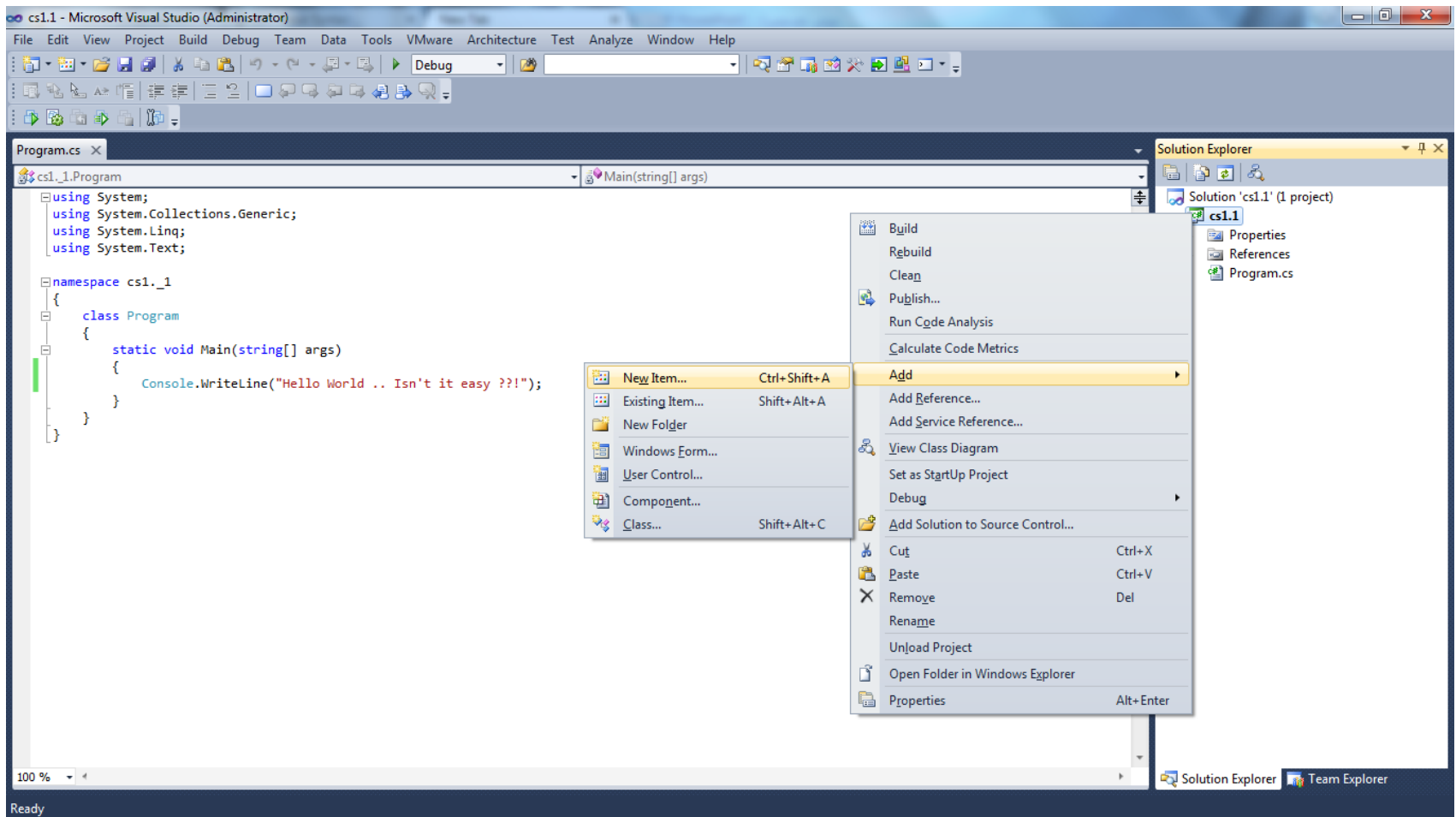
# Write a Hello World



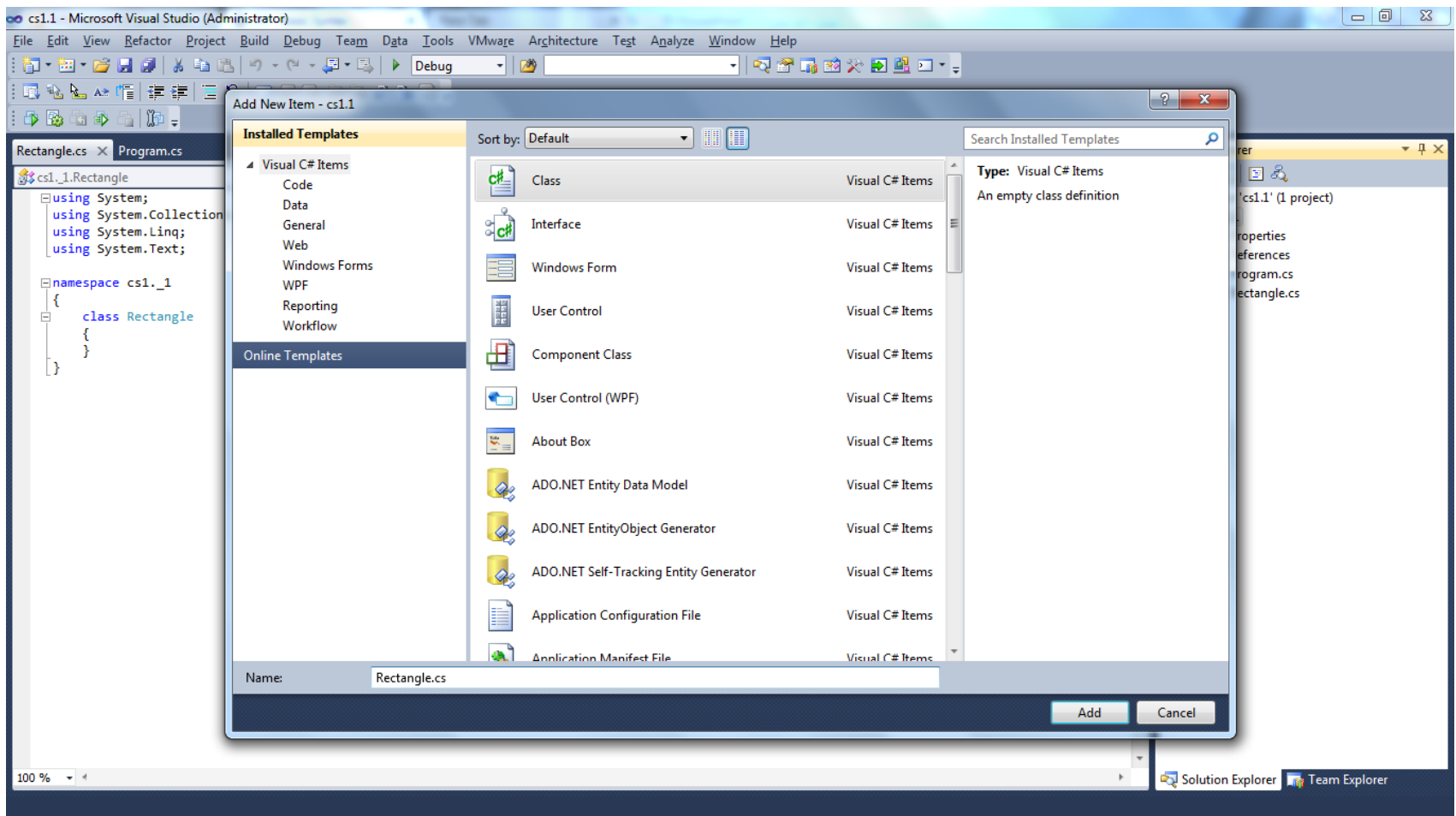
# Run the program



# Add new class



# Cont.





```

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace cs1._1
{
    class Rectangle
    {
        // member variables
        double length;
        double width;
        public void Acceptdetails()
        {
            length = 4.5;
            width = 3.5;
        }

        public double GetArea()
        {
            return length * width;
        }

        public void Display()
        {
            Console.WriteLine("Length: {0}", length);
            Console.WriteLine("Width: {0}", width);
            Console.WriteLine("Area: {0}", GetArea());
        }
    }
}

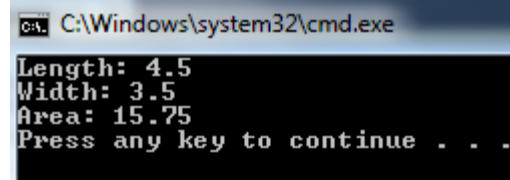
```

```

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace cs1._1
{
    class Program
    {
        static void Main(string[] args)
        {
            Rectangle r = new Rectangle();
            r.Acceptdetails();
            r.Display();
        }
    }
}

```



A screenshot of a Windows command prompt window. The title bar shows 'C:\Windows\system32\cmd.exe'. The output of the program is displayed as follows:

```

Length: 4.5
Width: 3.5
Area: 15.75
Press any key to continue . . .

```

# Go Ahead

- there are many resources on the web to get started with C# ..
- Take care of basics ..
  - Data types
  - Variables and constants
  - Loops
  - Methods
  - Arrays
  - Strings
  - Input / output