

### Data Types

bool	Boolean Value
int	Integer (32 Bit)
string	String Value
float	Integer with Decimal (32 Bit)
double	Integer with Decimal (64 Bit)

Declaring Variables:

**DataType** variableName = value;

**Examples:**

```
string mySchool = "Pacific Hills Christian School";
int myPostcode = 2158;
bool gameOver = false;
```

### Type Conversion Methods

```
Convert.ToInt32
Convert.ToDouble
Convert.ToString
```

**Example:**

```
playerguess = Convert.ToInt32(Console.ReadLine());
```

### Arrays

```
int[] array = new int[] {1, 2, 3}
int[] array = {1, 2, 3}
var array = new int[] {1, 2, 3}
int[] array = new int[3]
```

**Examples:**

**Declaring:**

```
string[] PHCS = {"Quarry Rd", "Dural"};
```

**Assigning**

```
PHCS[0] = "9-14 Quarry Rd"
```

**Accessing**

```
Console.WriteLine(PHCS[1])
```

### Arithmetic Operators

+	Add Numbers
-	Subtract Numbers
*	Multiply Numbers
/	Divide Numbers
%	Compute remainder of division of numbers
++	Increase integer value by 1
--	Decreases integer value by 1

### Comparison Operators

<	Less than
>	Greater than
<=	Less than or equal to
=>	Greater than or equal to
==	Equal to
!=	Not Equal to

### Statements

if-else	<pre> if (true) {...} else if (true) {...} else {...} </pre>
switch	<pre> switch (var) { case 1: break; default: break; } </pre>
for	<pre> for (int i =1; i &lt; 5; i++) {...} </pre>
foreach-in	<pre> foreach (int item in array) {...} </pre>
while	<pre> while (true) {...} </pre>
do... while	<pre> do {...} while (true); </pre>
try-catch-finally	<pre> try {...} catch (Exception e) {...} catch {...} finally {...} </pre>

### Logical Operators

and	&&
or	
not	!



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 Page 1 of 2.

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