Programming in C# Cheat Sheet

by DiaVedu25 via cheatography.com/214308/cs/46643/

1. Basic Structure

```
//'using' allows for easier access to types in a namespace.
using System;
//Name spaces organize code and prevent naming collis ions.
namespace YourNa mespace
{
        class YourClass //A 'class' defines the blueprint of objects.
       {
                static void Main(s tring[] args) //'Main' is where the program starts execution.
               {
                        Con sol e.W rit eLi ne( " Hello, World! "); //Displays text in the console.
               }
       }
}
```

2. Data Types

int	whole numbers
double /float	decimals
char	single character
string	text
bool	true/false

Conditional Statements

```
if (age > 18) {
        Con sol e.W rit eLi ne( " Adu lt");
} else {
        Con sol e.W rit eLi ne( " Min or");
}
switch (grade) {
       case " A":
                Con sol e.W rit eLi ne( " Exc ell -
ent ");
                break;
        def ault:
                Con sol e.W rit eLi ne( " Unknown
grade");
                break;
}
```


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