C A-Z Cheat Sheet

by DoctorChumba via cheatography.com/20159/cs/3003/

Data Types

Numbers: **double, int, byte, short, long, float**
Text: **char, string**
Other: **bool, object**

case-sensitive

Comments

// - line comment
/*...*/ - multiple line comment

Operators

+, -, *, /, % - standard operators
++ and -- - increment/decrement by 1
== and != - is equal and not equal
&& - and
|| - or
is - determines whether an object is of a certain type
sizeof() - size of a data type
typeof() - type of a class

Loops

while <condition> { statement(s) }; - the WHILE DO loop
for (init;condition;increment) { statement(s) }; - the FOR loop
do { statement(s) } while <condition> - the DO WHILE loop

```
for (int a = 10; a < 20; a = a + 1)
{
Consol e.W rit eLi ne( " value of a: {0}
", a);
 }
while (a<10)
{
a++;
}
```

Files and I/O

Console.Write(Line) - writes a line
Console.Read(Line) - reads input
StreamWriter - used for writing characters to a stream
FileStream - used to read from and write to any location in a file
FileStream <object_name> = new FileStream(<file_name>, <FileMode Enumerator>, <FileAcce Enumerator>)

```
Consol e.W rit eLi ne= ("Use the Force, Luke!");
FileStream F = new FileSt rea m("s amp le.t xt", FileMo de.O pen, File
 are.Read);
```

Decision Making

if <condition> { statement(s) } else { statement(s) } - the IF statement
switch (variable) { case value1: statement(s) break; ... default: statement(s) break; } - the SWITCH statement

```
if (a==10)
{
a++;
}
switch (a)
{
case 1: Consol e.W rit eLi ne( "a is 1");
break;
default: Consol e.W rit eLi ne( "a is not
 1");
break;
}
```

Classes

class <class_name> - class declaration
<class_name> <object_name> = new <class_name> - object creation

```
class Box
{
public double length;
public double breadth;
public double height
}
static void Main(s tring[] args)
{
Box Box1 = new Box();
 Box1.h eight = 5.0;
  Box1.l ength = 6.0;
 Box1.b readth = 7.0;
}
```

Access Specifiers

public - can be accessed from anywhere
private - only inside the class
protected - hides it from other classes; used in child classes
internal - hides it from another namespace

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