

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)
{
Console.WriteLine("value of a: {0}", a);
}
while (a<10)
{
a++;
}

Files and I/O

Console.WriteLine() - writes a line
Console.ReadLine() - 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>, <FileAccess Enumerator>, <FileShare Enumerator>)
Console.WriteLine("Use the Force, Luke!")
FileStream F = new FileStream("sample.txt", FileMode.Open, FileAccess.Read, FileShare.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: Console.WriteLine("a is 1");
break;
default: Console.WriteLine("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(string[] args)
{
Box Box1 = new Box();
Box1.height = 5.0;
Box1.length = 6.0;
Box1.breadth = 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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