

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



By **DoctorChumba**

cheatography.com/doctorchumba/

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