

Types

`int a = 5;` Integer

`bool test = true;` Boolean

`float temper - ature;` Initiation

`int[] source = { 0, 1, 2, 3, 4, 5 };` Array declaration

Primitive types Primitive data types are a set of basic data types from which all other data types are constructed.

Value Type A Value Type stores its contents in memory allocated on the stack.

Reference type Reference Types are used by a reference which holds a reference (address) to the object but not the object itself

Namespaces

```
namespace MyName space {  
    class MyClass {  
        public void MyMethod() {  
            System.Co nsole.W riteL -  
                ine ("Cr eating my namesp -  
                    ace ");  
        } } }  
}
```

Defining Namespace in C#

Namesp ace -Na me.M em ber - Name Accessing elements from other namespace

Namespaces are used in C# to organize and provide a level of separation of codes. They can be considered as a container which consists of other namespaces, classes, structures, delegates etc.



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Page 1 of 1.

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