

Types

<code>int a = 5;</code>	Integer
<code>bool test = true;</code>	Boolean
<code>float temper ature;</code>	Initiation
<code>int[] source = { 0, 1, 2, 3, 4, 5 };</code>	Array declar- ation

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 nso le.W ri teL ine ("Cr eating my namesp
            ace ");
        } } }
}
```

Namesp ace -Na me.M em ber -Name

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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Not published yet.
 Last updated 25th October, 2022.
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