

Classes

Classes are building blocks of software which encapsulate data and behavior.

Anatomy: Name, Fields, Methods

Declaration: `</> Access Mod ifier + class + ClassName`

Constructors: (code snippet: `ctor`)

- Constructors are methods that are called when an instance of a class is instantiated.

- Constructors have no return type.

- Constructors can be overloaded with different signatures.

```
</> public class ClassName() // default constr utor
{ }
</> public class ClassName(int parameter) // overloa
d
: this() //calls the default constr utor
{ }
```

Functions/Methods

- Methods are the functions of classes.

- Methods can be overloaded with different signatures.

Declaration: `</> Access Parameter + Return Type + (Argument Type argument, ...) {}`

Varying number of parameters:

```
</> public void MethodName(params int[] arguments) {}
```

Calling a function/method:

```
return Value = FunctionName(arguments)
```

```
return Value = ObjectName.MethodName(arguments)
```

Conventions

PascalCase classes, methods, properties

camelCase method parameters

_camelCase private fields

Access Modifiers

public accessible everywhere

private accessible only from inside the class

protected

internal

protected internal

Usable for classes, methods and variables.

Objects

`var objectName = new ClassName();` Create an object

`objectName.Method Name()` Access public class methods

`var x = Object Name.PropertyName` Gets an object property.

`Object Name.PropertyName = x` Sets an object property.



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