

While

```
while (!isValid)
{
    Console.WriteLine( " Enter score{0}: ", i + 1);
    inputValue = Console.ReadLine();
    isValid = int.TryParse (in Value, out score[i]);
    if (!isValid)
    {
        Console.WriteLine( " Invalid data entered -" + "0 stored in array");
    }
}
```

Arrays

Array Declare `int[] scores = new int[14];`

Array Initialize `int[] anArray = { 100, 200, 400, 600 };`

Copy `Copy (System.Array sourceArray, int index1Source, System.Array targetArray, int index1Target, int length-ToCopy)`

Read User Input `inValue = Console.ReadLine();`

Advanced Collections

Two dimensional Arrays `int[,] calories = { { 900, 750, 1020 }, { 300, 100, 2700 }, { 200,300,5500 } };`

Two dimensional Arrays Init `int[,] calories = new int[7,3];`

ArrayList `ArrayList anArray = new ArrayList(); // Instantiates ArrayList`

List `List<Item> items = new List<Item>()`

Two dimensional Arrays Example

```
public static double[] CalculateAverageByDay(int[,] calories) {
    int sum = 0;
    double[] dailyAverage = new double[7];
    // 7
    for (int r = 0; r < calories.GetLength(0); r++) {
        // 3
        for (int c = 0; c < calories.GetLength(1); c++) {
            sum += calories[r, c];
        }
        dailyAverage[r] = (double) sum / calories.GetLength(1);
        sum = 0;
    }
    return dailyAverage;
}
```

Programming Based on Events

Delegates `delegate string ReturnsSimpleString();`

Event Handler Methods `this.button1.Click += new System.EventHandler(this.button1_Click);`

Object Oriented Language Features

Abstraction Generalizing, identifying essential features, hiding nonessential complexities

Encapsulation Packaging data and behaviors into a single unit, hiding implementation details

Inheritance Extending program units to enable reuse of code

Polymorphism Providing multiple (different) implementations of same named behaviors



Component based applications

Business layer	Classes that perform processing / Provide functionality for specific system; provide necessary processing
Data access layer	Classes for accessing data from text files and database access
Presentation layer	User interface tier for user interaction / Graphical User Interface such as Windows or Web

Inheritance

Associated with an "is a" relationship

Classes can also have a "has a" relationship, not associated with inheritance

"has a" relationship is associated with containment or aggregation (집합)

Every object inherits four methods (Equals / GetHashCode / GetType / ToString)

Overriding Methods

```
// In order to be an method that can be
// overridden, keyword "virtual", "abstract", or
// "override" must be part of the heading for the
// parent class
public override string ToString() {
    return firstName + " " + lastName;
}
```

Creating Derived classes

```
public class Student: Person {
    private string major;
    private string studentId;
    public Student(string id, string lName, string
    fName, int age, string major, string sId )
    : base(id, lName, fName, age) {
    }
}
```

Abstract

Classes	public abstract class Example {}
Methods	public abstract string Method();

Generics

```
// Reduce the need to rewrite algorithms for each
// data type
public class GenericClass<T>
{
    public T dataMember;
}

GenericClass<string> anIdentifier = new
GenericClass<string>();
```

Working with Files

Import	using System.IO;
Exist	File.Exists(fileName)
Enumeration	public enum DayOfWeek { Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday } Console.WriteLine("Today is {0}!", DayOfWeek.Tuesday);
DirectoryInfo	DirectoryInfo dir = new DirectoryInfo(".");
StreamWriter	StreamWriter outputFile = new StreamWriter("saying.txt"); outputFile.WriteLine("This is the first line in a text file");
StreamReader	StreamReader inputFile = new StreamReader("someInputFileName"); string inValue = inputFile.ReadLine();

Inheritance - Access Modifiers

public	Accessible everywhere
private	Accessible only within the class
protected	Accessible within the class and derived classes