C# PROGRAMMING
object-oriented programming

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About the Tutorial

C# is a simple, modern, general-purpose, object-oriented programming language developed by Microsoft within its .NET initiative led by Anders Hejlsberg. This tutorial covers basic C# programming and various advanced concepts related to C# programming language.

Audience

This tutorial has been prepared for the beginners to help them understand basics of C# Programming.

Prerequisites

C# programming is very much based on C and C++ programming languages, so if you have a basic understanding of C or C++ programming, then it will be fun to learn C#.

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Contents

About the Tutorial .............................................................................................................................. i
Audience............................................................................................................................................... i
Prerequisites......................................................................................................................................... i
Disclaimer & Copyright ......................................................................................................................... i
Contents ................................................................................................................................................ ii

1. OVERVIEW...................................................................................................................................... 1
   Strong Programming Features of C# ................................................................................................. 1

2. ENVIRONMENT............................................................................................................................... 3
   The .Net Framework ......................................................................................................................... 3
   Integrated Development Environment (IDE) for C#........................................................................... 4
   Writing C# Programs on Linux or Mac OS......................................................................................... 4

3. PROGRAM STRUCTURE................................................................................................................... 5
   Creating Hello World Program ......................................................................................................... 5
   Compiling and Executing the Program .............................................................................................. 6
   C# Keywords .................................................................................................................................... 10

4. BASIC SYNTAX............................................................................................................................... 12
   The using Keyword .......................................................................................................................... 13
   The class Keyword .......................................................................................................................... 14
   Comments in C#................................................................................................................................ 14
   Member Variables ............................................................................................................................. 14
   Member Functions............................................................................................................................. 14
   Instantiating a Class .......................................................................................................................... 14
   Identifiers ........................................................................................................................................ 15
   C# Keywords .................................................................................................................................... 15

5. DATA TYPES..................................................................................................................................... 17
Value Type ................................................................................................................................. 17
Reference Type ........................................................................................................................ 18
Object Type ............................................................................................................................ 19
Dynamic Type ........................................................................................................................ 19
String Type ............................................................................................................................ 19
Pointer Type .......................................................................................................................... 20

6. TYPE CONVERSION ............................................................................................................ 21
C# Type Conversion Methods .................................................................................................. 22

7. VARIABLES .......................................................................................................................... 24
Defining Variables .................................................................................................................. 24
Initializing Variables .............................................................................................................. 25
Accepting Values from User ................................................................................................... 26
Lvalue and Rvalue Expressions in C# ................................................................................... 26

8. CONSTANTS AND LITERALS .............................................................................................. 28
Integer Literals ....................................................................................................................... 28
Floating-point Literals ............................................................................................................ 29
Character Constants ............................................................................................................. 29
String Literals ........................................................................................................................ 30
Defining Constants ............................................................................................................... 31

9. OPERATORS .......................................................................................................................... 33
Arithmetic Operators ............................................................................................................ 33
Relational Operators ............................................................................................................. 35
Logical Operators .................................................................................................................. 38
Bitwise Operators .................................................................................................................. 40
Assignment Operators .......................................................................................................... 43
Miscellaneous Operators ..................................................................................................... 46
<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>DECISION MAKING</td>
<td>51</td>
</tr>
<tr>
<td></td>
<td>if Statement</td>
<td>52</td>
</tr>
<tr>
<td></td>
<td>if...else Statement</td>
<td>54</td>
</tr>
<tr>
<td></td>
<td>The if...else if...else Statement</td>
<td>56</td>
</tr>
<tr>
<td></td>
<td>Nested if Statements</td>
<td>58</td>
</tr>
<tr>
<td></td>
<td>Switch Statement</td>
<td>60</td>
</tr>
<tr>
<td></td>
<td>The ? : Operator</td>
<td>65</td>
</tr>
<tr>
<td>11</td>
<td>LOOPS</td>
<td>66</td>
</tr>
<tr>
<td></td>
<td>While Loop</td>
<td>67</td>
</tr>
<tr>
<td></td>
<td>For Loop</td>
<td>69</td>
</tr>
<tr>
<td></td>
<td>Do...While Loop</td>
<td>72</td>
</tr>
<tr>
<td></td>
<td>Nested Loops</td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>Loop Control Statements</td>
<td>78</td>
</tr>
<tr>
<td></td>
<td>Infinite Loop</td>
<td>83</td>
</tr>
<tr>
<td>12</td>
<td>ENCAPSULATION</td>
<td>84</td>
</tr>
<tr>
<td></td>
<td>Public Access Specifier</td>
<td>84</td>
</tr>
<tr>
<td></td>
<td>Private Access Specifier</td>
<td>86</td>
</tr>
<tr>
<td></td>
<td>Protected Access Specifier</td>
<td>88</td>
</tr>
<tr>
<td></td>
<td>Internal Access Specifier</td>
<td>88</td>
</tr>
<tr>
<td>13</td>
<td>METHODS</td>
<td>91</td>
</tr>
<tr>
<td></td>
<td>Defining Methods in C#</td>
<td>91</td>
</tr>
<tr>
<td></td>
<td>Calling Methods in C#</td>
<td>92</td>
</tr>
<tr>
<td></td>
<td>Recursive Method Call</td>
<td>95</td>
</tr>
<tr>
<td></td>
<td>Passing Parameters to a Method</td>
<td>96</td>
</tr>
<tr>
<td></td>
<td>Passing Parameters by Value</td>
<td>97</td>
</tr>
</tbody>
</table>
Passing Parameters by Reference .................................................................99
Passing Parameters by Output ........................................................................100

14. NULLABLES ...............................................................................................104
The Null Coalescing Operator (??) .................................................................105

15. ARRAYS .......................................................................................................107
Declaring Arrays ............................................................................................107
Initializing an Array .......................................................................................107
Assigning Values to an Array .........................................................................108
Accessing Array Elements .............................................................................108
Using the foreach Loop ..................................................................................110
C# Arrays .........................................................................................................111
Multidimensional Arrays ................................................................................112
Two-Dimensional Arrays .................................................................................112
Jagged Arrays ...................................................................................................115
Passing Arrays as Function Arguments .........................................................117
Param Arrays ..................................................................................................118
Array Class ......................................................................................................119
Properties of the Array Class .........................................................................119
Methods of the Array Class ............................................................................120

16. STRINGS ......................................................................................................124
Creating a String Object ................................................................................124
Properties of the String Class ........................................................................126
Methods of the String Class ...........................................................................126

17. STRUCTURES ..............................................................................................135
Defining a Structure .........................................................................................135
Features of C# Structures ..............................................................................137

C#
# C#

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class versus Structure</td>
<td>138</td>
</tr>
<tr>
<td>18. ENUMS</td>
<td>141</td>
</tr>
<tr>
<td>Declaring enum Variable</td>
<td>141</td>
</tr>
<tr>
<td>19. CLASSES</td>
<td>143</td>
</tr>
<tr>
<td>Defining a Class</td>
<td>143</td>
</tr>
<tr>
<td>Member Functions and Encapsulation</td>
<td>145</td>
</tr>
<tr>
<td>C# Constructors</td>
<td>148</td>
</tr>
<tr>
<td>C# Destructors</td>
<td>151</td>
</tr>
<tr>
<td>Static Members of a C# Class</td>
<td>152</td>
</tr>
<tr>
<td>20. INHERITANCE</td>
<td>156</td>
</tr>
<tr>
<td>Base and Derived Classes</td>
<td>156</td>
</tr>
<tr>
<td>Initializing Base Class</td>
<td>158</td>
</tr>
<tr>
<td>Multiple Inheritance in C#</td>
<td>160</td>
</tr>
<tr>
<td>21. POLYMORPHISM</td>
<td>163</td>
</tr>
<tr>
<td>Static Polymorphism</td>
<td>163</td>
</tr>
<tr>
<td>Dynamic Polymorphism</td>
<td>165</td>
</tr>
<tr>
<td>22. OPERATOR OVERLOADING</td>
<td>170</td>
</tr>
<tr>
<td>Implementing the Operator Overloading</td>
<td>170</td>
</tr>
<tr>
<td>Overloadable and Non-Overloadable Operators</td>
<td>173</td>
</tr>
<tr>
<td>23. INTERFACES</td>
<td>181</td>
</tr>
<tr>
<td>Declaring Interfaces</td>
<td>181</td>
</tr>
<tr>
<td>24. NAMESPACES</td>
<td>184</td>
</tr>
<tr>
<td>Defining a Namespace</td>
<td>184</td>
</tr>
<tr>
<td>The using Keyword</td>
<td>185</td>
</tr>
<tr>
<td>Nested Namespaces</td>
<td>187</td>
</tr>
</tbody>
</table>
### PREPROCESSOR DIRECTIVES

- Preprocessor Directives in C# ............................................................... 190
- The #define Preprocessor ................................................................. 191
- Conditional Directives ...................................................................... 192

### REGULAR EXPRESSIONS ................................................................. 194

- Constructs for Defining Regular Expressions .................................... 194
- Character Escapes ............................................................................... 194
- Character Classes ............................................................................... 196
- Grouping Constructs .......................................................................... 198
- Quantifier ........................................................................................... 199
- Backreference Constructs ................................................................... 200
- Alternation Constructs ....................................................................... 201
- Substitution ......................................................................................... 202
- Miscellaneous Constructs ................................................................. 202
- The Regex Class ................................................................................ 203

### EXCEPTION HANDLING ................................................................. 208

- Exception Classes in C# ................................................................. 209
- Handling Exceptions ........................................................................... 210
- Creating User-Defined Exceptions .................................................... 212
- Throwing Objects ............................................................................... 213

### FILE I/O .......................................................................................... 214

- C# I/O Classes ................................................................................... 214
- The FileStream Class .......................................................................... 215
- Advanced File Operations in C# .......................................................... 217
- Reading from and Writing to Text Files ............................................. 218
- The StreamReader Class .................................................................... 218
- The StreamWriter Class .................................................................... 220
Reading from and Writing into Binary files ................................................................. 222
The BinaryWriter Class ............................................................................................... 224
Windows File System ................................................................................................. 228
The DirectoryInfo Class .......................................................................................... 228
The FileInfo Class .................................................................................................... 230

29. ATTRIBUTES ........................................................................................................... 234
    Specifying an Attribute ......................................................................................... 234
    Predefined Attributes .......................................................................................... 234
    AttributeUsage ..................................................................................................... 234
    Conditional ............................................................................................................ 235
    Obsolete .................................................................................................................. 237
    Creating Custom Attributes ................................................................................. 238
    Constructing the Custom Attribute ..................................................................... 239
    Applying the Custom Attribute ............................................................................ 241

30. REFLECTION ............................................................................................................ 243
    Applications of Reflection ..................................................................................... 243
    Viewing Metadata .................................................................................................. 243

31. PROPERTIES ........................................................................................................... 251
    Accessors ................................................................................................................ 251
    Abstract Properties ................................................................................................ 255

32. INDEXERS ............................................................................................................... 259
    Use of Indexers ....................................................................................................... 259
    Overloaded Indexers .............................................................................................. 262

33. DELEGATES ............................................................................................................. 266
    Declaring Delegates ............................................................................................. 266
    Instantiating Delegates ......................................................................................... 266
Properties and Methods of the Thread Class .............................................................. 319
Creating Threads .................................................................................................... 323
Managing Threads .................................................................................................. 324
Destroying Threads ................................................................................................. 326
1. OVERVIEW

C# is a modern, general-purpose, object-oriented programming language developed by Microsoft and approved by European Computer Manufacturers Association (ECMA) and International Standards Organization (ISO).

C# was developed by Anders Hejlsberg and his team during the development of .Net Framework.

C# is designed for Common Language Infrastructure (CLI), which consists of the executable code and runtime environment that allows use of various high-level languages on different computer platforms and architectures.

The following reasons make C# a widely used professional language:

- It is a modern, general-purpose programming language
- It is object oriented.
- It is component oriented.
- It is easy to learn.
- It is a structured language.
- It produces efficient programs.
- It can be compiled on a variety of computer platforms.
- It is a part of .Net Framework.

**Strong Programming Features of C#**

Although C# constructs closely follow traditional high-level languages, C and C++ and being an object-oriented programming language. It has strong resemblance with Java, it has numerous strong programming features that make it endearing to a number of programmers worldwide.

Following is the list of few important features of C#:

- Boolean Conditions
- Automatic Garbage Collection
- Standard Library
- Assembly Versioning
- Properties and Events
- Delegates and Events Management
- Easy-to-use Generics
- Indexers Conditional Compilation
- Simple Multithreading
- LINQ and Lambda Expressions
- Integration with Windows
In this chapter, we will discuss the tools required for creating C# programming. We have already mentioned that C# is part of .Net framework and is used for writing .Net applications. Therefore, before discussing the available tools for running a C# program, let us understand how C# relates to the .Net framework.

**The .Net Framework**

The .Net framework is a revolutionary platform that helps you to write the following types of applications:

- Windows applications
- Web applications
- Web services

The .Net framework applications are multi-platform applications. The framework has been designed in such a way that it can be used from any of the following languages: C#, C++, Visual Basic, Jscript, COBOL, etc. All these languages can access the framework as well as communicate with each other.

The .Net framework consists of an enormous library of codes used by the client languages such as C#. Following are some of the components of the .Net framework:

- Common Language Runtime (CLR)
- The .Net Framework Class Library
- Common Language Specification
- Common Type System
- Metadata and Assemblies
- Windows Forms
- ASP.Net and ASP.Net AJAX
- ADO.Net
- Windows Workflow Foundation (WF)
- Windows Presentation Foundation
- Windows Communication Foundation (WCF)
- LINQ

For the jobs each of these components perform, please see [ASP.Net - Introduction](#), and for details of each component, please consult Microsoft's documentation.
Integrated Development Environment (IDE) for C#

Microsoft provides the following development tools for C# programming:

- Visual Studio 2010 (VS)
- Visual C# 2010 Express (VCE)
- Visual Web Developer

The last two are freely available from Microsoft official website. Using these tools, you can write all kinds of C# programs from simple command-line applications to more complex applications. You can also write C# source code files using a basic text editor like Notepad, and compile the code into assemblies using the command-line compiler, which is again a part of the .NET Framework.

Visual C# Express and Visual Web Developer Express edition are trimmed down versions of Visual Studio and has the same appearance. They retain most features of Visual Studio. In this tutorial, we have used Visual C# 2010 Express.

You can download it from Microsoft Visual Studio. It gets installed automatically on your machine.

**Note:** You need an active internet connection for installing the express edition.

Writing C# Programs on Linux or Mac OS

Although the .NET Framework runs on the Windows operating system, there are some alternative versions that work on other operating systems. **Mono** is an open-source version of the .NET Framework which includes a C# compiler and runs on several operating systems, including various flavors of Linux and Mac OS. Kindly check [Go Mono](https://www.mono-project.com).

The stated purpose of Mono is not only to be able to run Microsoft .NET applications cross-platform, but also to bring better development tools for Linux developers. Mono can be run on many operating systems including Android, BSD, iOS, Linux, OS X, Windows, Solaris, and UNIX.
3. PROGRAM STRUCTURE

Before we study basic building blocks of the C# programming language, let us look at a bare minimum C# program structure so that we can take it as a reference in upcoming chapters.

Creating Hello World Program

A C# program consists of the following parts:

- Namespace declaration
- A class
- Class methods
- Class attributes
- A Main method
- Statements and Expressions
- Comments

Let us look at a simple code that prints the words "Hello World":

```csharp
using System;
namespace HelloWorldApplication
{
    class HelloWorld
    {
        static void Main(string[] args)
        {
            /* my first program in C# */
            Console.WriteLine("Hello World");
            Console.ReadKey();
        }
    }
}
```
When this code is compiled and executed, it produces the following result:

```
Hello World
```

Let us look at the various parts of the given program:

- The first line of the program `using System;` - the `using` keyword is used to include the `System` namespace in the program. A program generally has multiple `using` statements.
- The next line has the `namespace` declaration. A `namespace` is a collection of classes. The `HelloWorldApplication` namespace contains the class `HelloWorld`.
- The next line has a `class` declaration, the class `HelloWorld` contains the data and method definitions that your program uses. Classes generally contain multiple methods. Methods define the behavior of the class. However, the `HelloWorld` class has only one method `Main`.
- The next line defines the `Main` method, which is the `entry point` for all C# programs. The `Main` method states what the class does when executed.
- The next line /*...*/ is ignored by the compiler and it is put to add comments in the program.
- The `Main` method specifies its behavior with the statement `Console.WriteLine("Hello World");`
- `WriteLine` is a method of the `Console` class defined in the `System` namespace. This statement causes the message "Hello, World!" to be displayed on the screen.
- The last line `Console.ReadKey();` is for the VS.NET Users. This makes the program wait for a key press and it prevents the screen from running and closing quickly when the program is launched from Visual Studio .NET.

It is worth to note the following points:

- C# is case sensitive.
- All statements and expression must end with a semicolon (;
- The program execution starts at the `Main` method.
- Unlike Java, program file name could be different from the class name.

### Compiling and Executing the Program

If you are using Visual Studio.Net for compiling and executing C# programs, take the following steps:

- Start Visual Studio.
- On the menu bar, choose File -> New -> Project.
- Choose Visual C# from templates, and then choose Windows.
- Choose Console Application.
- Specify a name for your project and click OK button. This creates a new project in Solution Explorer.
- Write code in the Code Editor.
- Click the Run button or press F5 key to execute the project. A Command Prompt window appears that contains the line Hello World.

You can compile a C# program by using the command-line instead of the Visual Studio IDE:

- Open a text editor and add the above-mentioned code.
- Save the file as helloworld.cs
- Open the command prompt tool and go to the directory where you saved the file.
- Type csc helloworld.cs and press enter to compile your code.
- If there are no errors in your code, the command prompt takes you to the next line and generates helloworld.exe executable file.
- Type helloworld to execute your program.
- You can see the output Hello World printed on the screen.

C# is an object-oriented programming language. In Object-Oriented Programming methodology, a program consists of various objects that interact with each other by means of actions. The actions that an object may take are called methods. Objects of the same kind are said to have the same type or are said to be in the same class.

For example, let us consider a Rectangle object. It has attributes such as length and width. Depending upon the design, it may need ways for accepting the values of these attributes, calculating the area, and displaying details.

Let us look at implementation of a Rectangle class and discuss C# basic syntax:

```csharp
using System;

namespace RectangleApplication
{

class Rectangle
{

    // member variables
    double length;
    double width;

    public void AcceptDetails()
    {
        length = 4.5;
    }

```
width = 3.5;
}
public double GetArea()
{
    return length * width;
}
public void Display()
{
    Console.WriteLine("Length: {0}", length);
    Console.WriteLine("Width: {0}", width);
    Console.WriteLine("Area: {0}", GetArea());
}
}

class ExecuteRectangle
{
    static void Main(string[] args)
    {
        Rectangle r = new Rectangle();
        r_ACCEPTdetails();
        r.Display();
        Console.ReadLine();
    }
}

When the above code is compiled and executed, it produces the following result:

Length: 4.5
The `using` Keyword
The first statement in any C# program is

```csharp
using System;
```

The `using` keyword is used for including the namespaces in the program. A program can include multiple using statements.

The `class` Keyword
The `class` keyword is used for declaring a class.

Comments in C#
Comments are used for explaining code. Compilers ignore the comment entries. The multiline comments in C# programs start with `/*` and terminates with the characters `*/` as shown below:

```csharp
/* This program demonstrates
   The basic syntax of C# programming
   Language */
```

Single-line comments are indicated by the `//` symbol. For example,

```csharp
};//end class Rectangle
```

Member Variables
Variables are attributes or data members of a class, used for storing data. In the preceding program, the `Rectangle` class has two member variables named `length` and `width`.

Member Functions
Functions are set of statements that perform a specific task. The member functions of a class are declared within the class. Our sample class Rectangle contains three member functions: `AcceptDetails`, `GetArea` and `Display`.

Instantiating a Class
In the preceding program, the class `ExecuteRectangle` contains the `Main()` method and instantiates the `Rectangle` class.

Identifiers
An identifier is a name used to identify a class, variable, function, or any other user-defined item. The basic rules for naming classes in C# are as follows:

- A name must begin with a letter that could be followed by a sequence of letters, digits (0-9) or underscore. The first character in an identifier cannot be a digit.
- It must not contain any embedded space or symbol such as ? - +! @ # % ^ & * ( ) [ ] { } ; : " / and \. However, an underscore (_ ) can be used.
- It should not be a C# keyword.

### C# Keywords

Keywords are reserved words predefined to the C# compiler. These keywords cannot be used as identifiers. However, if you want to use these keywords as identifiers, you may prefix the keyword with the @ character.

In C#, some identifiers have special meaning in context of code, such as get and set are called contextual keywords.

The following table lists the reserved keywords and contextual keywords in C#:

<table>
<thead>
<tr>
<th>Reserved Keywords</th>
</tr>
</thead>
<tbody>
<tr>
<td>abstract</td>
</tr>
<tr>
<td>catch</td>
</tr>
<tr>
<td>default</td>
</tr>
<tr>
<td>explicit</td>
</tr>
<tr>
<td>foreach</td>
</tr>
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<td>interface</td>
</tr>
<tr>
<td>null</td>
</tr>
<tr>
<td>private</td>
</tr>
<tr>
<td>sealed</td>
</tr>
<tr>
<td>switch</td>
</tr>
<tr>
<td>ulong</td>
</tr>
<tr>
<td>volatile</td>
</tr>
</tbody>
</table>
## Contextual Keywords

<table>
<thead>
<tr>
<th></th>
<th>add</th>
<th>alias</th>
<th>ascending</th>
<th>descending</th>
<th>dynamic</th>
<th>from</th>
<th>get</th>
</tr>
</thead>
<tbody>
<tr>
<td>global</td>
<td>group</td>
<td>into</td>
<td>join</td>
<td>let</td>
<td>orderby</td>
<td></td>
<td>partial</td>
</tr>
<tr>
<td>partial (method)</td>
<td>remove</td>
<td>select</td>
<td>set</td>
<td></td>
<td></td>
<td></td>
<td>(type)</td>
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</tbody>
</table>
C# is an object-oriented programming language. In Object-Oriented Programming methodology, a program consists of various objects that interact with each other by means of actions. The actions that an object may take are called methods. Objects of the same kind are said to have the same type or, more often, are said to be in the same class.

For example, let us consider an object Rectangle. It has attributes such as length and width. Depending upon the design, it may need ways for accepting the values of these attributes, calculating area, and display details.

Let us look at an implementation of a Rectangle class and discuss C# basic syntax:

```csharp
using System;

namespace RectangleApplication
{

class Rectangle
{

    // member variables
    double length;
    double width;

    public void AcceptDetails()
    {
        length = 4.5;
        width = 3.5;
    }

    public double GetArea()
    {
        return length * width;
    }

    public void Display()
    {

    }

```
When the above code is compiled and executed, it produces the following result:

Length: 4.5  
Width: 3.5  
Area: 15.75

**The using Keyword**

The first statement in any C# program is -

```csharp
using System;
```
The **using** keyword is used for including the namespaces in the program. A program can include multiple **using** statements.

**The class Keyword**

The **class** keyword is used for declaring a class.

**Comments in C#**

Comments are used for explaining code. Compiler ignores the comment entries. The multiline comments in C# programs start with /* and terminates with the characters */ as shown below:

```csharp
/* This program demonstrates
   The basic syntax of C# programming
   Language */
```

Single-line comments are indicated by the ‘//’ symbol. For example,

```csharp
}//end class Rectangle
```

**Member Variables**

Variables are attributes or data members of a class. They are used for storing data. In the preceding program, the **Rectangle** class has two member variables named **length** and **width**.

**Member Functions**

Functions are set of statements that perform a specific task. The member functions of a class are declared within the class. Our sample class Rectangle contains three member functions: **AcceptDetails**, **GetArea**, and **Display**.

**Instantiating a Class**

In the preceding program, the class **ExecuteRectangle** is used as a class, which contains the **Main()** method and instantiates the **Rectangle** class.
Identifiers

An identifier is a name used to identify a class, variable, function, or any other user-defined item. The basic rules for naming classes in C# are as follows:

- A name must begin with a letter that could be followed by a sequence of letters, digits (0 - 9), or underscore. The first character in an identifier cannot be a digit.
- It must not contain any embedded space or symbol like - + ! @ # % ^ & * ( ) [ ] { } ; : ' / and \. However, an underscore ( _ ) can be used.
- It should not be a C# keyword.

C# Keywords

Keywords are reserved words predefined to the C# compiler. These keywords cannot be used as identifiers. However, if you want to use these keywords as identifiers, you may prefix them with the @ character.

In C#, some identifiers have special meaning in context of code, such as get and set, these are called contextual keywords.

The following table lists the reserved keywords and contextual keywords in C#:

<table>
<thead>
<tr>
<th>Reserved Keywords</th>
</tr>
</thead>
<tbody>
<tr>
<td>abstract</td>
</tr>
<tr>
<td>catch</td>
</tr>
<tr>
<td>default</td>
</tr>
<tr>
<td>explicit</td>
</tr>
<tr>
<td>foreach</td>
</tr>
<tr>
<td>interface</td>
</tr>
<tr>
<td>null</td>
</tr>
<tr>
<td>private</td>
</tr>
<tr>
<td>sealed</td>
</tr>
<tr>
<td>--------------</td>
</tr>
<tr>
<td>switch</td>
</tr>
<tr>
<td>ulong</td>
</tr>
<tr>
<td>volatile</td>
</tr>
</tbody>
</table>

**Contextual Keywords**

<table>
<thead>
<tr>
<th>add</th>
<th>alias</th>
<th>ascending</th>
<th>descending</th>
<th>dynamic</th>
<th>from</th>
<th>get</th>
</tr>
</thead>
<tbody>
<tr>
<td>global</td>
<td>group</td>
<td>into</td>
<td>join</td>
<td>let</td>
<td>orderby</td>
<td>partial (type)</td>
</tr>
<tr>
<td>partial (method)</td>
<td>remove</td>
<td>select</td>
<td>set</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
5. DATA TYPES

The variables in C#, are categorized into the following types:

- Value types
- Reference types
- Pointer types

Value Type

Value type variables can be assigned a value directly. They are derived from the class `System.ValueType`.

The value types directly contain data. Some examples are `int, char, and float`, which stores numbers, alphabets, and floating point numbers, respectively. When you declare an `int` type, the system allocates memory to store the value.

The following table lists the available value types in C# 2010:

<table>
<thead>
<tr>
<th>Type</th>
<th>Represents</th>
<th>Range</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool</td>
<td>Boolean value</td>
<td>True or False</td>
<td>False</td>
</tr>
<tr>
<td>byte</td>
<td>8-bit unsigned integer</td>
<td>0 to 255</td>
<td>0</td>
</tr>
<tr>
<td>char</td>
<td>16-bit Unicode character</td>
<td>U +0000 to U +ffff</td>
<td>'\0'</td>
</tr>
<tr>
<td>decimal</td>
<td>128-bit precise decimal values</td>
<td>((-7.9 \times 10^{28} \text{ to } 7.9 \times 10^{28}) / 10^0 \text{ to } 2^8)</td>
<td>0.0M</td>
</tr>
<tr>
<td></td>
<td>with 28-29 significant digits</td>
<td></td>
<td></td>
</tr>
<tr>
<td>double</td>
<td>64-bit double-precision floating point type</td>
<td>((+/-)5.0 \times 10^{-324} \text{ to } (+/-)1.7 \times 10^{308})</td>
<td>0.0D</td>
</tr>
<tr>
<td>float</td>
<td>32-bit single-precision floating point type</td>
<td>(-3.4 \times 10^{38} \text{ to } +3.4 \times 10^{38})</td>
<td>0.0F</td>
</tr>
<tr>
<td>Int</td>
<td>32-bit signed integer type</td>
<td>-2,147,483,648 to 2,147,483,647</td>
<td>0</td>
</tr>
<tr>
<td>long</td>
<td>64-bit signed integer type</td>
<td>-923,372,036,854,775,808 to 9,223,372,036,854,775,807</td>
<td>0L</td>
</tr>
<tr>
<td>sbyte</td>
<td>8-bit signed integer type</td>
<td>-128 to 127</td>
<td>0</td>
</tr>
<tr>
<td>Type</td>
<td>Size</td>
<td>Example Range</td>
<td>Size in Bytes</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------</td>
<td>-----------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>short</td>
<td>16-bit signed integer type</td>
<td>-32,768 to 32,767</td>
<td>2</td>
</tr>
<tr>
<td>uint</td>
<td>32-bit unsigned integer type</td>
<td>0 to 4,294,967,295</td>
<td>4</td>
</tr>
<tr>
<td>ulong</td>
<td>64-bit unsigned integer type</td>
<td>0 to 18,446,744,073,709,551,615</td>
<td>8</td>
</tr>
<tr>
<td>ushort</td>
<td>16-bit unsigned integer type</td>
<td>0 to 65,535</td>
<td>2</td>
</tr>
</tbody>
</table>

To get the exact size of a type or a variable on a particular platform, you can use the `sizeof` method. The expression `sizeof(type)` yields the storage size of the object or type in bytes. Following is an example to get the size of `int` type on any machine:

```csharp
namespace DataTypeApplication
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Size of int: {0}", sizeof(int));
            Console.ReadLine();
        }
    }
}
```

When the above code is compiled and executed, it produces the following result:

```
Size of int: 4
```

**Reference Type**

The reference types do not contain the actual data stored in a variable, but they contain a reference to the variables.

In other words, they refer to a memory location. Using multiple variables, the reference types can refer to a memory location. If the data in the memory location is changed by one of the variables, the other variable automatically reflects this change.
change in value. Example of built-in reference types are: object, dynamic, and string.

Object Type

The Object Type is the ultimate base class for all data types in C# Common Type System (CTS). Object is an alias for System.Object class. The object types can be assigned values of any other types, value types, reference types, predefined or user-defined types. However, before assigning values, it needs type conversion.

When a value type is converted to object type, it is called boxing and on the other hand, when an object type is converted to a value type, it is called unboxing.

```csharp
object obj;
obj = 100; // this is boxing
```

Dynamic Type

You can store any type of value in the dynamic data type variable. Type checking for these types of variables takes place at run-time.

Syntax for declaring a dynamic type is:

```csharp
dynamic <variable_name> = value;
```

For example,

```csharp
dynamic d = 20;
```

Dynamic types are similar to object types except that type checking for object type variables takes place at compile time, whereas that for the dynamic type variables takes place at run time.

String Type

The String Type allows you to assign any string values to a variable. The string type is an alias for the System.String class. It is derived from object type. The value for a string type can be assigned using string literals in two forms: quoted and @quoted.

For example,

```csharp
String str = "Tutorials Point";
```
A quoted string literal looks as follows:

```csharp
"Tutorials Point";
```

The user-defined reference types are: class, interface, or delegate. We will discuss these types in later chapter.

**Pointer Type**

Pointer type variables store the memory address of another type. Pointers in C# have the same capabilities as the pointers in C or C++.

Syntax for declaring a pointer type is:

```csharp
type* identifier;
```

For example,

```csharp
char* cptr;
int* iptr;
```

We will discuss pointer types in the chapter 'Unsafe Codes'.
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