#### C# Fundamentals

Preparation 1 - introduction

#### Welcome!

 This short power point presentation is designed in a way that will give you a basic understanding of the concept of a programming language.

# The concept of a prog. language

- Why a programming language
- Similarities with our language
- Grammar

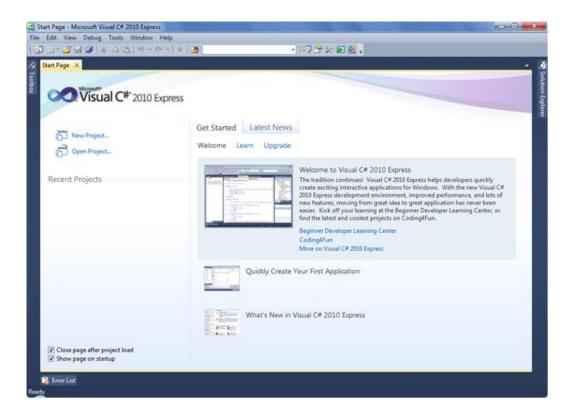
The maximum speed of my car Car.Speed.Maximum = 55; is 55.

### **Visual Studio**

1. You need to download Visual Studio IDE from <a href="https://www.microsoft.com/express/vcsharp/">www.microsoft.com/express/vcsharp/</a>

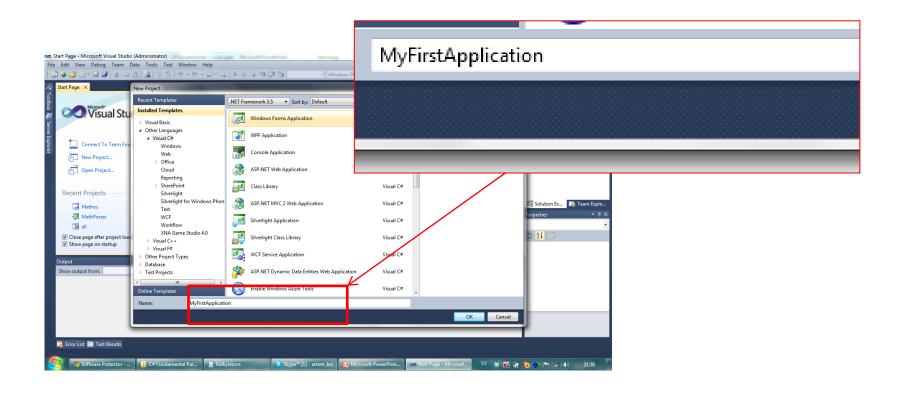
### Visual Studio IDE

Start Visual Studio

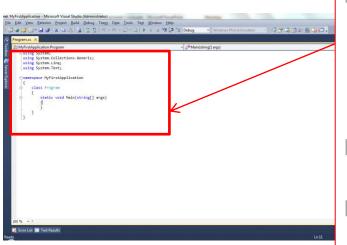


### Your project

Press File > New Project



# You new application



```
⊡using System;
 using System.Collections.Generic;
 using System.Linq;
 using System.Text;
namespace MyFirstApplication
     class Program
         static void Main(string[] args)
```

### Your application

```
□using System;
 using System.Collections.Generic;
 using System.Linq;
 using System.Text;
□ namespace MyFirstApplication
     class Program
         static void Main(string[] args)
```

We will mainly work with this part of the code!

#### Hello World

 The 'first' program every programmer is creating, during a Step by Step course is as following:

```
static void Main(string[] args)
{
    Console.WriteLine("Hello World");
}
```

#### Hello World 2

This is another way of writing the same program:

```
static void Main(string[] args)
{
    string helloMessage = "Hello World";
    Console.WriteLine(helloMessage);
}
```

### **Greetings!**

Can you tell what this code is doing?

```
static void Main(string[] args)
{
    Console.WriteLine("What is your name?");
    string name = Console.ReadLine();

    Console.WriteLine("Hello " + name);

    Console.ReadLine();
}
```

### Summary

This is what you hopefully have learned! ©

```
Console.WriteLine("hi"); // writes on the screen

string name = "world"; // saves text into memory

string input = Console.ReadLine(); // saves text from the screen

Console.ReadLine(); // pauses the program
```



# Thank you for watching!

Next lecture is at {date}.

- Any questions, please let me know:
  - vcs@clizware.net
  - vcs@artemlos.net