

Yin Lou

CS 2026, Spring 2010

Introduction to C#

Goals

- C# Language
 - Introduced by Microsoft
 - Not a syntactic variant of Java/C++
- .Net Framework
 - “Write once, run everywhere”
 - Base of Microsoft’s C# implementation
- C#'s Library
 - MSDN or your favorite search engine

Reference Materials

- No textbook required
- Recommended resources
 - MSDN
 - Search engine
 - Books
 - Beginning C# 3.0
 - Professional C# 2008
 - Inside C#, 2nd edition

Course Overview

- 1 credit, 4 weeks
- To pass, you should
 - Understand the concepts
 - Write C# code
- Requirements for the course
 - Come to lecture, learn proactively
 - Finish three assignments
- Assignments are S/U
 - Non-numerical grades
 - Academic Integrity

Quiz

- Could be given during some lectures
 - Not for credit, just to test your understanding
- This is a short and fun class
 - Relax!
 - But come to class prepared

Class Time & Office Hours

- Class Time: MWF 12:20 – 13:10
- Office Hour
 - Time: TBD
 - Location: 4161 Upson Hall
 - Or by appointment
- Email
 - yinlou@cs.cornell.edu

Website

- Course Website
 - <http://www.cs.cornell.edu/courses/cs2026/2010sp/>
 - Lecture notes
 - Homework
- CMS
 - <http://cms.csuglab.cornell.edu>
 - We will use it to distribute homework
 - Turn on your email notifications

Environment

- Machines
 - CSUGLab
 - Visual C# 2008 Express shall be installed there
 - Your own computer
- Visual C# IDE
 - Visual C# 2008 Express (Recommended)
 - <http://www.microsoft.com/express/Downloads/#2008-Visual-CS>
 - Visual Studio: MSDNAA

Syllabus

- C# constructs
 - Types, Delegates, Generics, Reflection, Iterators
- .NET Memory Management
- Advanced Topics
 - C# 3.0, Threading, MSIL

First Example – Hello World

- Program

```
using System;
```

```
namespace CS2026
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            Console.WriteLine("Hello World!");
```

```
        }
```

```
    }
```

```
}
```

Second Example - Stack

■ Program

```
using System;
```

```
namespace MyCollections
```

```
{
```

```
    public class Stack
```

```
    {
```

```
        public void Push(object data){}
```

```
        public object Pop() {}
```

```
    }
```

```
}
```