Introduction to C#
• 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
  - 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)
  - 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

```csharp
using System;

namespace CS2026
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```
using System;

namespace MyCollections {
    public class Stack {
        public void Push(object data) {} // Add a parameter to Push method
        public object Pop() {} // Added a return type to Pop method
    }
}