

5

Session Five: C# Variables

Numbers constitute the only universal language.

Nathanael West, American author and screenwriter (1903 – 1940)

So far you've mostly worked with Visual Studio's visual features and haven't written a lot of C# code.

From this point on you'll start to learn a lot more about C# and how it fits in with the pages you design, starting with variables.

A variable is a container for a value. The value could be a number, a piece of text, a date or any one of the large number of variable types C# understands.

In this session you'll learn about the different types of variable C# can understand and how they can interact with each other.

Session Objectives

By the end of this session you will be able to:

- Use IntelliSense
- Create a variable
- Use string variables properties and methods
- Use integer variables
- Use floating point variables
- Use Boolean variables
- Use DateTime variables
- Convert variables using Convert and Parse
- Convert variables using cast and ToString
- Perform mathematical operations
- Use the Math library for advanced mathematics
- Understand null
- Use object and var variables