C# Cheat Sheet

Data Types	
bool	Boolean value
byte	8-bit unsigned integer
char	16-bit Unicode character
decimal	128-bit precise decimal values with 28-29 significant digits
double	64-bit double-precision floating point
float	32-bit single-precision floating point
int	32-bit signed integer
long	64-bit signed integer
object	Base type for all other types
sbyte	8-bit signed integer
short	16-bit signed integer
string	String value
uint	32-bit unsigned integer
ulong	64-bit unsigned integer
ushort	16-bit unsigned integer

Type Conversion Methods
ToBoolean
ToByte
ToChar
ToDateTime
ToDecimal
ToDouble
ToInt16
ToInt32
ToInt64
ToSbyte
ToSingle
ToString
ToType
ToUInt16
ToUInt32
ToUInt64

Assignment Operators	
=	Simple assignment
+=	Addition assignment
-=	Subtraction assignment
*=	Multiplication assignment
/=	Division assignment
%=	Remainder assignment
&=	AND assignment
|=	OR assignment
^	XOR assignment
<<=	Left-shift assignment
>>=	Right-shift assignment

Comparison Operators	
<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to
==	Equal to
!=	Not equal to

Arithmetic Operators	
+	Add numbers
-	Subtract numbers
*	Multiply numbers
/	Divide numbers
%	Compute remainder of division of numbers
++	Increases integer value by 1
--	Decreases integer value by 1

Logical and Bitwise Operators	
&&	Logical AND
||	Logical OR
!	Logical NOT
&	Binary AND
|	Binary OR
^	Binary XOR
~	Binary Ones Complement
<<	Binary Left Shift
>>	Binary Right Shift

Statements	
if-else	if (true) {...} else if (true) {...} else {...}
switch	switch (var) { case 1: break; default: break; }
for	for (int i =1; i < 5; i++) {...}
foreach-in	foreach (int item in array) {...}
while	while (true) {...}
do... while	do {...} while (true);
try-catch-finally	try {...} catch (Exception e) {...} catch {...} finally {...}