A

C# Keywords

abstract
> A class modifier that specifies a class cannot be instantiated and the full implementation will be provided by a subclass.
>
> A method modifier that specifies a method is implicitly virtual and without an implementation.

add
> An event accessor for customizing the subscription to an `event`.

alias
> Suffixes an `extern` directive.

as
> A binary operator that performs a reference conversion, evaluating to `null` (rather than throwing an exception) if the conversion fails.

ascending
> A query syntax operator used in conjunction with `orderby`.

base
> Accesses a base-class implementation of a member.
>
> Calls the base class's constructor from a subclass's constructor.

bool
> A logical data type that can be `true` or `false`.

break
> A jump statement that exits a loop or `switch` statement block.

by
> A query syntax operator used in conjunction with `group`.

byte
> A 1-byte, unsigned integral data type.

case
> A selection statement that defines a particular choice in a `switch` statement.

catch

A keyword for the clause in a `try` statement to catch exceptions of a specific type.

char

A 2-byte, Unicode character data type.

checked

A statement or operator that enforces arithmetic bounds checking on an expression or statement block.

class

A type declaration keyword for a custom reference type; typically used as a blueprint for creating objects.

A generic type parameter constraint, indicating the generic type must be a reference type.

const

A modifier for a local variable or field declaration whose value is statically evaluated and immutable.

continue

A jump statement that forgoes the remaining statements in a loop and continues to the next iteration.

decimal

A 16-byte floating point data type that can precisely represent real numbers with a base-10 fractional component.

default

A special label in a `switch` statement specifying the action to take when no `case` statements match the `switch` expression.

An operator that returns the default value for a type, typically used in conjunction with generic type parameters.

delegate

A type declaration keyword for a type that defines a protocol for a method.

A keyword to indicate an anonymous method.

descending

A query syntax operator used in conjunction with `orderby`.

do

A loop statement whose statement block repeats until the `while` expression at the end of the loop evaluates to `false`.

double

An 8-byte, floating-point data type.

dynamic

A dynamically typed variable.

else

A conditional statement that defines the action to take when a preceding `if` expression evaluates to `false`.

enum

A type declaration keyword that defines a value type representing a group of named numeric constants.

equals

A query syntax operator that performs an equi-join, used in conjunction with `join`.

event

Defines an event member within a type. The `event` keyword is followed by a delegate type; code outside the containing type can only perform `+=` and `-=` operations on the event.

explicit

An operator that defines a custom explicit conversion.

extern

A method modifier that indicates that the method is implemented with unmanaged code.

A directive that declares a reference to an external namespace, which must correspond to an argument passed to the C# compiler.

false

A literal of the `bool` type.

finally

The keyword in the clause of a `try` statement that executes whenever control leaves the scope of the `try` block.

fixed

A statement to pin down a reference type object so the garbage collector won't move it during pointer arithmetic operations.

A field modifier within an unsafe struct to declare a fixed length array.

float

A 4-byte floating-point data type.

for

A loop statement that combines an initialization statement, continuation condition, and iterative statement into one statement.

foreach

A loop statement that iterates over collections that implement `IEnumerable` or `IEnumerable<T>`.

from

A query syntax operator that specifies the sequence from which to query.

get

Identifies the accessor that returns the value of a property.

global

A keyword placed in front of an identifier to indicate the identifier is qualified with the global namespace.

goto
>   A `jump` statement that jumps to a label within the same method and same scope
>   as the jump point.

group
>   A query syntax operator that splits a sequence into groups given a key value to
>   group by.

if
>   A conditional statement that executes its statement block if its expression eval-
>   uates to `true`.

implicit
>   An operator that defines a custom implicit conversion.

in
>   The operator between a type and enumerated sequence in a `foreach` statement.
>
>   A query syntax operator used in conjunction with `from`.
>
>   A type parameter modifier indicating contravariance.

int
>   A 4-byte signed integral data type.

interface
>   A type declaration keyword for a custom reference type that defines a contract
>   for a type comprising a set of implicitly abstract members.

internal
>   An access modifier that indicates that a type or type member is accessible only
>   to other types in the same assembly.

into
>   A query syntax operator that signals either continuation or group-join.

is
>   A relational operator that evaluates to `true` if the left operand's type matches,
>   is derived from, implements, or can be unboxed to, the type specified by the
>   right operand.

join
>   A query syntax operator that performs an equi-join. This is used in local queries
>   to perform efficient keyed lookup-based joins.

let
>   A query syntax operator that introduces a new variable into each element in a
>   sequence.

lock
>   A statement that acquires an exclusive lock on a reference-type object to syn-
>   chronize multiple threads.

long
>   An 8-byte signed integral data type.

namespace
>   A keyword for defining a name that encloses a set of types in a hierarchical name.

new

> An operator that calls a constructor on a type, allocating a new object on the heap (for reference types) or initializing it (for value types).

> A type member modifier that hides an inherited member with a new member with the same signature.

> A generic type parameter constraint, indicating that the type must have a parameterless constructor.

null

> A reference-type literal meaning no object is referenced.

object

> A predefined type that is the ultimate base class for all types.

on

> A query syntax operator used in conjunction with `join` or `group`.

operator

> A modifier used to declare custom operator overloads.

orderby

> A query syntax operator to sort a sequence.

out

> A parameter and argument modifier that specifies that the variable is passed by reference and must be assigned by the method being called.

> A type parameter modifier indicating covariance.

override

> A method modifier that indicates that a method overrides a virtual method in a base class.

params

> A parameter modifier that specifies that the last parameter of a method may accept multiple parameters of the same type.

partial

> A class or method modifier that indicates the definition of the class or method is split (typically across files).

private

> An access modifier that indicates that only the containing type can access the member.

protected

> An access modifier that indicates that only the containing type or derived types can access the member.

public

> An access modifier that indicates that a type or type member is accessible to all other types.

readonly

> A field modifier specifying that a field can be assigned only in its declaration or its containing type's constructor.

ref

> A parameter and argument modifier that specifies that the variable is passed by reference and is assigned before being passed to the method.

remove

> An event accessor for customizing the unsubscription to an `event`.

return

> A `jump` statement that that exits a method, specifying a return value when the method is not `void`.

sbyte

> A 1-byte, signed integral data type.

sealed

> A class modifier that indicates a class cannot be subclassed, or that an overridden member cannot be overridden again in subclasses.

select

> A query syntax operator used to project (transform) each element in the sequence.

set

> Identifies the accessor that sets a property's value.

short

> A 2-byte signed integral data type.

sizeof

> An operator for use in unsafe code blocks that returns the size in bytes of a struct.

stackalloc

> An operator that allocates memory on the stack.

static

> A type member modifier that indicates that the member applies to the type rather than to an instance of the type.
>
> A class modifier indicating the class is comprised of only static members and cannot be instantiated.

string

> A predefined reference type that represents an immutable sequence of Unicode characters.

struct

> A type declaration keyword for a custom value type. Structs are used instead of classes where value-type semantics are desired.
>
> A generic type parameter constraint, indicating the generic type must be a value type.

switch

> A selection statement that allows a selection of choices to be made based on the value of a predefined type.

this

> A variable that references the current instance of a class or struct.

A keyword that allows one constructor to call another.

A parameter modifier for the first parameter in a static method, making the method an extension method.

throw

Throws an exception when an abnormal condition has occurred.

true

A literal of the `bool` type.

try

A statement that defines a statement block where errors can be caught and handled (via a catch block), and/or cleanup code can run via a finally block.

typeof

An operator that returns the type of an object as a `System.Type` object.

uint

A 4-byte unsigned integral data type.

ulong

An 8-byte unsigned integral data type.

unchecked

A statement or operator that prevents arithmetic bounds checking on an expression.

unsafe

A type modifier, member modifier, or statement that permits executing code that is not verifiable by the CLR (notably, that uses pointers).

ushort

A 2-byte unsigned integral data type.

using

A directive that specifies that types in a particular namespace can be referred to without requiring their fully qualified type names.

A statement that ensures an object implementing `IDisposable` is disposed of at the end of the statement's scope.

value

A special identifier that denotes the implicit variable assigned in the `set` accessor of a property.

var

An implicitly typed local variable declaration.

virtual

A class method modifier that indicates that a method can be overridden by a derived class.

void

A keyword used in place of a type for methods that don't have a return value.

volatile

A field modifier instructing the compiler and CLR to enforce load-acquire and store-release semantics when reading or writing the field in multithreaded scenarios.

where

A query syntax operator used to filter each element in a sequence with a `bool` expression.

while

A loop statement to iterate a statement block while an expression at the start of each iteration evaluates to `true`.

yield

A statement that yields the next element from an iterator block.