Keyword Categories : C# Morphology *

Words in RED below are C# morphemes. The term in parenthesis for each category refers to its similarity in function to a standard English word class. If keeping track of this project online, be sure to hit your browser's "Refresh".

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cat	key	sub	involve	nte
datatype/intrinsic (noun)				
	byte	intrinsic	numeric	
	decimal	intrinsic	numeric	
	double	intrinsic	numeric	
	float	intrinsic	numeric	
	int	intrinsic	numeric	
	long	intrinsic	numeric	
	sbyte	intrinsic	numeric	
	short	intrinsic	numeric	
	uint	intrinsic	numeric	
	ulong	intrinsic	numeric	
	ushort	intrinsic	numeric	
	bool	intrinsic	logical	returns literal 'true' or 'false'
	true	intrinsic	logical	Boolean literal
	false	intrinsic	logical	Boolean literal
	null	intrinsic	logical	reference-type literal
	char	intrinsic	character	a single character
	string	intrinsic	character	one or more characters
	object	intrinsic	all	base class for all C#
datatype/created (noun)				
	namespace	created	encapsulation	upper level
	class	created	encapsulation	second level
	enum	created	encapsulation	named enumerated constants, value type
	struct	created	encapsulation	same as class, but static
	delegate	created	encapsulation	defines method signature
	interface	created	encapsulation	contract
locator (pronoun)				
	this	variable	encapsulation	to current instance
	base	variable	encapsulation	to base clase implementation
	using	declaration	encapsulation	simplifies naming, also statement diff cntxt
	value	variable	parameter	variable frm set; not MS, acpt Mayo 86-9
modifier/access (adjective)				
	public	access	type	by all
	private	access	type	by containing only
	protected	access	type	by containing or derived only
	internal	access	member, type	assembly level control
modifier/behavior (adjective)				
	abstract	behavior	class	must be instantiated
	const	behavior	field, variable	evaluated at compile time
	event	behavior	field, property	only += and -= can be accessed
	extern	behavior	method	indicates unmanaged
	fixed	behavior	type	garbage collector not rmv during math ops
	lock	behavior	object	helps threads cooperate
	operator	behavior	method	overload operators (also category)
	out	behavior	parameter	must be assigned by call method
	override	behavior	method	virtual method or interface
	params	behavior	method	last parameter accepts multiple same
	readonly	behavior	field	assigned once declaration or constructor
	ref	behavior	parameter	passed > assigned > passed
	sealed	behavior	class	derived from only, has no set
	static	behavior	member	applies to type not instance of
	unsafe	behavior	method	permits pointer arithmetic in block
	virtual	behavior	class	may be overriden by derived class
	void	behavior	method	no return
	volatile	behavior	field	may be modified by op sys or other thread

cat	key	sub	involve	nte
statement/branch unconditional (verb)				
	break	uncnd		
	return	uncnd		
	throw	uncnd	exception	
	goto	uncnd		avoid else spaghetti code
	continue	uncnd		also used as branch conditional
		uncnd	method call	any method call e.g., myMethod()
statement/branch conditional (verb)				
	if	cond	---- if	
	else	cond		
	switch	cond	---- switch	
	case	cond		selection
	default	cond		exception
	while	cond	---- while	loop
	do	cond		
	for	cond	---- for	loop
	using	cond		scope; also used as locator
	continue	cond		also used as branch unconditional
	foreach	cond	---- foreach	loop; also used as operator
	try	cond	---- try	exception
	catch	cond		
	finally	cond		
statement/accessor (verb)				
	get	accessor		not MS keyword due context alters meaning
	set	accessor		not MS keyword due context alters meaning
operator (adverb)				
	checked	enforce	exp, block	enforces arithmetic bounds checking
	unchecked	enforce	exp, block	prevents arithmetic bounds checking
	as	convert	binary	
	explicit	convert		Mayo 89-90, use with operator
	implicit	convert		Mayo 89-90, use with operator
	in	loop	foreach	type (in) IEnumerable; also branch conditional
	is	relational		true if: matches, derived, implements
	new	call	constructor	as modifier hides member from base (MSDN)
	sizeof	returns	struct	in bytes
	stackalloc	returns	stack	pointer specified value types
	typeof	returns	type	as System.Type
pre-processor command (to be categorized)				
	#define	created	encapsulation	defines conditional toggle
	#undefine	created	encapsulation	undefines conditional toggle
	#if	cond	---- if	
	#elif	cond		
	#else	cond		
	#endif	cond		
	#line	variable	parameter	controls line number emmitted on error
	#error	variable	parameter	issues error
	#warning	variable	parameter	issues warning
	#region	created	encapsulation	defines region start
	#endregion	created	encapsulation	defines region end

NOTES:

In computer literature words are sometimes used interchangeably. Ex: intrinsic = integral, datatype = type, argument = parameter; class = type (class = type sometimes, at other times class refers to a specific type) [convert = cast?, Liberty, 2002 re: 'as'], type = class = type member?; keywords = reserved words [Libery 2002 p. 3]; iterating over an array = iterating the array = iterating through the array = enumerating the array [Liberty 2002 p. 240], 'using' and 'continue' each used in two different contexts here, MS uses 'Object' and 'object' for much confusion

The terms 'explicit', 'implicit', 'operator', and 'value' are all used as descriptors as well as being C# language morphemes - keywords.

In some cases, the semantics of a keyword may be different viewed from a program's flow logic as apposed to the purpose of program--use, function, semantic why or what for. Such as 'else' may be a branching element in program flow while being merely conditional in terms of program purpose. Review conditional vs. branching semantic differences.

The keyword 'object' has a specific meaning in C#, which is derived from but not the same as used for "Object Oriented Programming" and its more general useage in that case.

** Keyword categories refined through review of the literature but first abstracted from the keyword appendix in:*
Liberty, Jesse. Learning C#. Cambridge: O'Reilly, 2002. pp 337-40