

Visual Studio 2005 Built-in Code Snippets (C#)

Shortcut	Description	Valid Insertion Locations
#if	Creates a #if directive and a #endif directive.	Anywhere.
#region	Creates a #region directive and a #endregion directive.	Anywhere.
~	Creates a destructor for the containing class.	Inside a class.
attribute	Creates a declaration for a class that derives from Attribute.	Inside a namespace (including the global namespace), a class, or a struct.
checked	Creates a checked block.	Inside a method, an indexer, a property accessor, or an event accessor.
class	Creates a class declaration.	Inside a namespace (including the global namespace), a class, or a struct.
ctor	Creates a constructor for the containing class.	Inside a class.
cw	Creates a call to Console.WriteLine.	Inside a method, an indexer, a property accessor, or an event accessor.
do	Creates a do while loop.	Inside a method, an indexer, a property accessor, or an event accessor.
else	Creates an else block.	Inside a method, an indexer, a property accessor, or an event accessor.
enum	Creates an enum declaration.	Inside a namespace (including the global namespace), a class, or a struct.
equals	Creates a method declaration that overrides the Equals method defined in the Object class.	Inside a class or a struct.
exception	Creates a declaration for a class that derives from an exception (Exception by default).	Inside a namespace (including the global namespace), a class, or a struct.
for	Creates a for loop.	Inside a method, an indexer, a property accessor, or an event accessor.
foreach	Creates a foreach loop.	Inside a method, an indexer, a property accessor, or an event accessor.
forr	Creates a for loop that decrements the loop variable after each iteration.	Inside a method, an indexer, a property accessor, or an event accessor.
if	Creates an if block.	Inside a method, an indexer, a property accessor, or an event accessor.
indexer	Creates an indexer declaration.	Inside a class or a struct.
interface	Creates an interface declaration.	Inside a namespace (including the global namespace), a class, or a struct.
invoke	Creates a block that safely invokes an event.	Inside a method, an indexer, a property accessor, or an event accessor.
iterator	Creates an iterator.	Inside a class or a struct.
iterindex	Creates a "named" iterator and indexer pair by using a nested class.	Inside a class or a struct.
lock	Creates a lock block.	Inside a method, an indexer, a property accessor, or an event accessor.
mbox	Creates a call to System.Windows.Forms.MessageBox.Show. You may need to add a reference to System.Windows.Forms.dll.	Inside a method, an indexer, a property accessor, or an event accessor.
namespace	Creates a namespace declaration.	Inside a namespace (including the global namespace).
prop	Creates a property declaration and a backing field.	Inside a class or a struct.
propg	Creates a property declaration with only a "get" accessor and a backing field.	Inside a class or a struct.
sim	Creates a static int Main method declaration.	Inside a class or a struct.
struct	Creates a struct declaration.	Inside a namespace (including the global namespace), a class, or a struct.
svm	Creates a static void Main method declaration.	Inside a class or a struct.
switch	Creates a switch block.	Inside a method, an indexer, a property accessor, or an event accessor.
try	Creates a try-catch block.	Inside a method, an indexer, a property accessor, or an event accessor.
tryf	Creates a try-finally block.	Inside a method, an indexer, a property accessor, or an event accessor.
unchecked	Creates an unchecked block.	Inside a method, an indexer, a property accessor, or an event accessor.
unsafe	Creates an unsafe block.	Inside a method, an indexer, a property accessor, or an event accessor.
using	Creates a using directive.	Inside a namespace (including the global namespace).
while	Creates a while loop.	Inside a method, an indexer, a property accessor, or an event accessor.