

## Re: Two things that bug me about C#

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-09/6279.html>

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**From:** Rakesh Rajan (*rakesh-no-spam-rajahere\_at\_hotmail.com*)

**Date:** 09/25/04

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Hi mb,

Instead of having global variables disorganized by being "all around", you could organize your global var's in a more formal class. In C++ etc. , you will have one BIG chunk of global variables.....here couldn't you have more organization? It's the same case with methods as well.

In C#, everything is within a class, and everything derives from System.Object...this arch is nicely added on with that arch as well.

HTH,

– Rakesh Rajan

"mb" <mm@hotmail.com> wrote in message

news:OuUxiyoEHA.1816@TK2MSFTNGP09.phx.gbl...

> 1) you can't declare anything outside of a class, enum, etc. Thus you can't

> declare globals right after the namespace declaration. I just don't

> understand why Microsoft decided to do away with easy to

> use/declare/understand global variables. Even C++ can do this. I used to

> put globals all in one spot for easy maintaining, this is intuitive. Now

> they are spread all over the code, in different classes as "static"

> variables, which to access I have to write out the full class and variable

> name.

>

> 2) Almost along the same lines, I can't just create a function, I have to

> create a class first, and thus waste time and space. Then if I don't make

> the function static, I have to instantiate the class just to use the

> function.

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> This is just my lowly opinion as a beginning C# programmer.

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