

already used in a 'child' scope to denote something else

## already used in a 'child' scope to denote something else

---

*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2007-06/msg01246.html>

---

- *From:* "valentin tihomirov" <[V\\_tihomirov@xxxxxxx](mailto:V_tihomirov@xxxxxxx)>
  - *Date:* Fri, 8 Jun 2007 09:59:46 +0300
- 

```
{  
int i = 2;  
}  
int i = 1;
```

There is no 'i' defined in the 'parent' context from the moment of declaration on. So what is the problem? They tell us they pursue language simplicity. The rule "do not define a variable more than once in the same context" is natural, and simplest therefore. All normal languages obey it therefore. Overcomplicating a grammar by injecting more barriers is a path right away from simplicity. Another obstacle at the plain place introduced in C# for no reason is blocking "fall throughs" in switch — the feature which can be very useful sometimes. C# designers demonstrate some excessive zeal on 'protecting' us from doing things naturally, going straightforward ways.

"Give a fool rope enough and he'll hang himself."

.