

# Useful Methods and Properties of the C# Console Class

---

**Clear** – clears the screen and removes any text currently displayed on it e.g.

```
Console.Clear();
```

**BackgroundColor** – sets or gets the background colour of the console window e.g.

```
Console.BackgroundColor = ConsoleColor.????;
```

Where ???? is a colour which can be selected from the list provided when the . is pressed

**ForegroundColor** – sets or gets the foreground (text) colour of the console window e.g.

```
Console.ForegroundColor = ConsoleColor.????;
```

Where ???? is a colour which can be selected from the list provided when the . is pressed

**ResetColor** – sets the foreground and background colours to their default values e.g.

```
Console.ResetColor();
```

**Title** – sets or gets the title of the console window e.g.

```
Console.Title = "My Window Title";
```

**WindowHeight** – sets or gets the height of the window e.g.

```
Console.WindowHeight = 50;
```

**WindowWidth** – sets or gets the width of the window e.g.

```
Console.WindowWidth = 80;
```

**CursorLeft** – sets or gets the column position of the cursor. Can be used to position the cursor anywhere along the current line for outputting text [must be less than the value of WindowWidth] e.g.

```
Console.CursorLeft = 20;
```

**CursorTop** – sets or gets the row position of the cursor, from the top of the window. Can be used to position the cursor on a particular row of the console for outputting text [must be less than the value of WindowHeight] e.g.

```
Console.CursorTop = 40;
```

**SetCursorPosition** – sets the cursor to any position on the screen. Can be used instead of CursorLeft and CursorTop to position the cursor in a single statement. e.g.

```
Console.SetCursorPosition(20, 40);
```

Note that the first value [called parameters in this context] determines the column and the second the row position. As before the values must be less than the window dimensions.