

Constructors

Name	Description
<code>Range`1(,)</code>	Initializes a new instance of the <code>Range`1</code> struct with the specified <code>start</code> and <code>end</code> values.

Fields

Name	Description
<code>Empty</code>	Represents a <code>Range`1</code> structure with its properties left uninitialized.

Properties

Name	Description
<code>End</code>	Gets the upper bound of the range.
<code>IsEmpty</code>	Tests whether all properties of this <code>Range`1</code> have default values of <code>T</code> .
<code>Start</code>	Gets the lower bound of the range.

Methods

Name	Description
<code>Contains(Range)</code>	Determines if the specified <code>range</code> is contained within this <code>Range`1</code> structure.
<code>Contains()</code>	Determines if the specified <code>value</code> is contained within this <code>Range`1</code> structure.
<code>Equals(Object)</code>	Tests whether <code>obj</code> is a <code>Range`1</code> structure with the same <code>Start</code> and <code>End</code> of this <code>Range`1</code> .
<code>Equals(Range)</code>	Tests whether <code>otherRange`1</code> structure does have the same <code>Start</code> and <code>End</code> of this <code>Range`1</code> .
<code>GetHashCode</code>	Returns the hash code for this <code>Range`1</code> structure. For information about the use of hash codes, see <code>GetHashCode</code> .
<code>Intersect(Range, Range)</code>	Returns a third <code>Range`1</code> structure that represents the intersection of two other <code>Range`1</code> structures. If there is no intersection an empty <code>Range`1</code> is returned.
<code>IntersectsWith(Range)</code>	Determines if this range intersects with <code>range</code> .
<code>ToString</code>	Converts the attributes of this <code>Range`1</code> to a human-readable string.
<code>Union(Range, Range)</code>	Returns a <code>Range`1</code> structure that contains the union of two <code>Range`1</code> structures.

Operators

Name	Description
<code>op_Equality(Range, Range)</code>	Tests whether two <code>Range`1</code> structures have equal start and end.
<code>op_Inequality(Range, Range)</code>	Tests whether two <code>Range`1</code> structures differ.

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