

# C# 2.0 features

The MagicDraw UML C# Code Engineering Project is responsible for providing round-trip functionality between The MagicDraw UML and C# codes. In the current version of this project, it supports up to C# version 3.0.

The MagicDraw supports these C# 2.0 language extensions:

- [Generics](#)
- [Anonymous method](#)
- [Partial types](#)
- [Nullable types](#)
- [Accessor declarations](#)
- [Static Class](#)
- [Extern alias directive](#)
- [Fix size buffer](#)

This chapter gives an introduction how these features are described in MD tool.

## Related pages

- [Code Engineering Sets](#)
- [Generating Code](#)
- [Reverse Options](#)
- [Global options for Code Engineering](#)
- [Files of Properties](#)
- [Java Code Engineering](#)
- [C++ Code Engineering](#)
- [C# Code Engineering](#)
- [CORBA IDL Mapping To UML](#)
- [WSDL](#)