

C Sharp Programming Projects And Solutions

This essential classic title provides a comprehensive foundation in the C# programming language and the frameworks it lives in. Now in its 8th edition, you'll find all the very latest C# 7.1 and .NET 4.7 features here, along with four brand new chapters on Microsoft's lightweight, cross-platform framework, .NET Core, up to and including .NET Core 2.0. Coverage of ASP.NET Core, Entity Framework (EF) Core, and more, sits alongside the latest updates to .NET, including Windows Presentation Foundation (WPF), Windows Communication Foundation (WCFF), and ASP.NET MVC. Dive in and discover why Pro C# has been a favorite of C# developers worldwide for over 15 years. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of this book you'll have the confidence to put C# into practice and explore the .NET universe on your own terms. What You Will Learn Discover the latest C# 7.1 features, from tuples to pattern matching Hit the ground running with Microsoft's lightweight, open source .NET Core platform, including ASP.NET Core MVC, ASP.NET Core web services, and Entity Framework Core Find complete coverage of XAML, .NET 4.7, and Visual Studio 2017 Understand the philosophy behind .NET and the new, cross-platform alternative, .NET Core Teach yourself Visual C# 2010-one step at a time. Ideal for developers with fundamental programming skills, this practical tutorial features learn-by-doing exercises that demonstrate how, when, and why to use the features of the C# rapid application development environment. You'll learn how to use Microsoft Visual Studio 2010 and Microsoft .NET Framework 4.0; develop a solid, fundamental understanding of C# language features; and then get to work creating actual components and working applications for the Windows operating system. You'll also delve into data management technologies and Web-based applications.

Use C# to accomplish real-world, professional tasks. C# Professional Projects is your key to unlocking the power of C#. Each project focuses on a specific concept and is based on a real-world situation. Enhance your skills as you work through six projects including creating a customer maintenance system, an employee record system, a creative learning windows application, an airline reservation portal, a Web portal for a bookstore, and a mobile application project. When you are finished, you will have the skills necessary to modify projects to fit your professional needs.

C# is undeniably one of the most versatile programming languages available to engineers today. With this comprehensive guide, you'll learn just how powerful the combination of C# and .NET can be. Author Ian Griffiths guides you through C# 8.0 fundamentals and techniques for building cloud, web, and desktop applications. Designed for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C#, such as generics, LINQ, and asynchronous programming features. You'll get up to speed on .NET Core and the latest C# 8.0 additions, including asynchronous streams, nullable references, pattern matching, default interface implementation, ranges and new indexing syntax, and changes in the .NET tool chain. Discover how C# supports fundamental coding features, such as classes, other custom types, collections, and error handling Learn how to write high-performance memory-efficient code with .NET Core's Span and Memory types Query and process diverse data sources, such as in-memory object models, databases, data streams, and XML documents with LINQ Use

.NET's multithreading features to exploit your computer's parallel processing capabilities Learn how asynchronous language features can help improve application responsiveness and scalability

This Book Includes: The Ultimate Beginner's And Intermediate's Guide To Learn C# Programming In One Day Step-By-Step (#2020 Updated Version - Effective Computer Programming Languages)

Build maintainable software with reusable code using C#

Learn How to Program C# Sharp in One Day and Learn It Well: C# for Beginners with Hands-on Project

C# For Beginners

A Step-by-Step Guide to Learn C#, Microsoft's Popular Programming Language

Mastering Visual Studio .NET

Fundamentals of Computer Programming with C#

Functional programming languages like F#, Erlang, and Scala are attracting attention as an efficient way to handle the new requirements for programming multi-processor and high-availability applications. Microsoft's new F# is a true functional language and C# uses functional language features for LINQ and other recent advances. Real-World Functional Programming is a unique tutorial that explores the functional programming model through the F# and C# languages. The clearly presented ideas and examples teach readers how functional programming differs from other approaches. It explains how ideas look in F#—a functional language—as well as how they can be successfully used to solve programming problems in C#. Readers build on what they know about .NET and learn where a functional approach makes the most sense and how to apply it effectively in those cases. The reader should have a good working knowledge of C#. No prior exposure to F# or functional programming is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the code samples used in the book from here: <http://www.robmiles.com/s/Yellow-Book-Code-Samples-64-z>

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Learning C# by Programming Games

The Tactical Guidebook: Learn Csharp by Coding

The C# Player's Guide (eBook)

C# For Artists

Starting Out with Visual C#

Learn C# Quickly

Practical C# Programming Practices

While other books only cover the basics, this guide covers C Sharp in such detail that anyone can learn from this book. Contents: Introduction Part 1: Beginner Guide .NET Framework Installing Visual Studio Compiling and Running Your Project C# Comments C# Keywords Variables Basic Math User Input Math Part 2 Decision Making Switch Statements Looping Arrays Enumerations Part 2: Intermediate Guide Methods Classes Part 1 Stack vs. Heap Garbage Collection Classes Part 2 Properties Structs Inheritance Polymorphism, Virtual Methods, and Abstract Classes Interfaces Generics: Part 1 Generics: Part 2 Part 3: Advanced Guide File I/O Error Handling: Exceptions Delegates Events Threading Operator Overloading Indexers User-Defined Conversions Extension Methods Quick Quiz Part 4: More Advanced Section C# Reflection Anonymous Functions Asynchronous Programming LINQ Parallel Class and PLINQ Understanding PLINQ Speedup Query Operators and Ordering Using Unsafe Code An Introduction to Windows Forms Conclusion Answers When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there 's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchronous, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service Master C# Programming with a unique Hands-On Project (Updated for VS Community 2017) Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C# for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C# Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. At the end of the book, you'll be guided through a unique project that requires the application of all the concepts taught previously. Working through the project will not only help you see how it all ties together, it'll also give you an immense sense of achievement and the exhilaration of turning lines of code into a finished product that you can be proud of! Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: Introduction to C#- What is C#? - How to install and run Visual Studio Community 2015? Data types and Operators - What are the common data types in C#? - What are arrays and lists? - How to format C# strings - What is a value type vs reference type? - What are the common C# operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, properties, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? - What is an enum and struct? Controlling the Flow of a Program- What are condition statements? - How to use control flow statements in C# - What are jump statements? - How to handle errors and exceptions and Others...- How to accept user inputs and display outputs - How to use LINQ to save yourself from hours of work - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning C#. Learn it fast and learn it well.

Quick fixes to your common C# programming problems, with a focus on C# 6.0 About This Book Unique recipes for C#, that places it in its real-world context. You will be able to get yourself out of any coding-corner you've backed yourself into. All code samples available through GitHub to bring C#. In line with modern development workflows, written to the latest specification of C# 6.0. Who This Book Is For The book is aimed at developers who have basic familiarity with C# programming and will know the VS 2015 environment. What You Will Learn Write better and less code to achieve the same result as in previous versions of C#. Generate tests from the Code Contracts for mission critical methods. Integrate code in Visual Studio with GitHub. Create a web application in Azure. Design and build a microservice architecture Demystify the Rx library using Reactive extensions Write high performing codes in C# and understanding multi-threading. Security and Debugging. Implement Code Contracts on code in Visual Studio. In Detail During your application development workflow, there is always a moment when you need to get out of a tight spot. Through a recipe-based approach, this book will help you overcome common programming problems and get your applications ready to face the modern world. We start with C# 6, giving you hands-on experience with the new language features. Next, we work through the tasks that you perform on a daily basis such as working with strings, generics, and lots more. Gradually, we move on to more advanced topics such as the concept of object-oriented programming, asynchronous programming, reactive extensions, and code contracts. You will learn responsive high performance programming in C# and how to create applications with Azure. Next, we will review the choices available when choosing a source control solution. At the end of the book, we will show you how to create secure and robust code, and will help you ramp up your skills when using the new version of C# 6 and Visual Studio Style and Approach Unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 6 and Visual Studio Enterprise 2015 in a concise and technically correct manner.

C# Made Easy Step By Step With Hands on Projects

Learning C# 3.0

Game Programming with Unity and C#

C# Programming in 2021

Learn to Program in C# from First Principles

A Step-by-Step Guide to C# With Hands on Projects

Build Cloud, Web, and Desktop Applications

This book was designed to make concepts as easy as possible, while explaining how programming works. This guide is different from others in that it includes a variety of different exercises that readers can learn from.

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Become a C# programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. Begin to Code with C# is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... • Get the free tools you need to create modern programs • Work with 150 sample programs that illustrate important concepts • Use the sample programs as starting points for your own programs • Explore exactly what happens when a program runs • Approach program development with a professional perspective • Use powerful productivity shortcuts built into Microsoft Visual Studio • Master classes, interfaces, methods, and other essential concepts • Organize programs so they're easy to construct and improve • Capture and respond to user input • Store and manipulate many types of real-world data • Create interactive games that are fun to play • Build modern interfaces your users will love • Test and debug your code—and avoid problems in the first place

C# Complete is a one-of-a-kind book—valuable both for its broad content and its low price. Whether you're brand-new to C# programming, are migrating from Visual Basic or Visual C++ to C#, or have already developed some expertise in C#, you'll get the skills you need to become proficient with Microsoft's powerful new language designed for the .NET platform. Creating complex applications in the .NET Framework is made easier with C#—Microsoft's first true object-oriented programming language. In C# Complete, you'll get a clear picture of everything you need to know for developing applications using C#. You'll begin by learning the essential elements of the language and of Visual Studio .NET, in which you'll develop and run programs in a comprehensive integrated development environment. You'll see how to create functional and exciting user interfaces and desktop applications written with C#, and how to incorporate threads to their best advantage. You'll explore the use of ADO.NET classes in development of C# database applications. Chapters on ASP.NET Web Services will walk you through the building of an XML web services application. You'll also visit some advanced topics, including designing with security in mind, overcoming the shortcomings of the .NET Framework, and working with the Microsoft Mobile Internet Toolkit. C# Complete introduces you to the work of some of Sybex's finest authors, so you'll know where to go to learn even more about C# and the .NET Framework. Inside: Visual C# .NET Essentials Introduction to Visual C# and the .NET Framework Zen and Now: The C# Language Strings Object Oriented Programming Derived Classes Arrays, Indexers, and Collections Reflecting on Classes C# Application Development Building a Better Windows User Interface Building Desktop Applications Working with Threads Database Development with C# Overview of the ADO.NET Classes ADO.NET Application Development Using DataSet Objects to Store Data Using DataSet Objects to Modify Data ASP.NET and Web Services Introduction to C# Web Applications Using XML in Web Applications Web Services Building Your Own Web Controls Advanced C# Development Overcoming Holes in the .NET Framework Overcoming Security Issues Getting Started with Mobile Internet Toolkit

Pro C# 7

Programming C# 8.0

Real-World Functional Programming

PROGRAMMING WITH C#

The C# Programming Yellow Book

Head First C#

C# Network Programming

C# For beginners Have you always wanted to learn c sharp programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast?This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C Sharp for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C Sharp Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language.Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: *introduction to c# *environment setup *program structure *basic syntax *data types *variables *operators *decision making *loops *arrays *object oriented programming *much,much,more! Download your C# Programming copy today

Are you ready to discover the enterprise-level programming language that will help you launch a fulfilling career in tech? Do you want to learn how to build your own native desktop software as well as take your programming career to new heights? C# is one of the most powerful, yet underrated programming languages out there. It has all kinds of exciting applications, from native desktop software and game development to augmented and virtual reality, with AR and VR slowly making a steady climb toward widespread proliferation. This special book provides all programmers regardless of your level a solid foundation in C# and shows you how to become a C# power user by mastering the powerful, built-in features of C# from the basics to more advanced concepts, pacing the instructions in a way that won't overwhelm you. Among the insights contained in C# for Beginners, you're going to discover: How to set up and install C# in Windows and Mac What you need to know to master C# interfaces-from properties to nested namespaces Advanced decision statements in C# A crash guide to C# functions-count, clear, pop, peek, ToArray, etc How to manipulate queue operations in C# using the count property, de-queue function and clear function How to use Language Integrated Query (LINQ) to manipulate databases and retrieve data from different sources and formats ...and tons more! Here's a taste of what you're going to learn in C# for Intermediates A crash guide to advanced decision statements and flow control in C# Understanding the different functions that are available to you in C# Free up memory in your C# when objects are no longer used by the application you're running using garbage collection Learn how to write code that executes in the background, while the main code runs simultaneously using asynchronous programming A slew of practical projects and examples that will help you develop your confidence in C# programming ...and tons more! Whether you're a complete beginner to C#, or took a long hiatus from coding in C# and need a primer, or you're a seasoned programmer in other languages looking to expand your skill set, then this book is for you. Scroll to the top of the page and click the "Buy Now" button to begin your journey to C# proficiency today!

C# Have you always wanted to learn c sharp programming language but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning C Sharp language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C Sharp for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn C Sharp Programming in One Day Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language.Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: *introduction to c# *environment setup *program structure *basic syntax *data types *variables *operators *decision making *loops *arrays *object oriented programming *much,much,more! Download your C# Programming copy today Tags:----- C#, C# tutorial, C# book, learning C#, C# programming language, C# coding, C# programming for beginners, C# for Dummies, .NET, Visual Studio, C# operators

Written in an engaging style, this book is especially designed for the beginner or intermediate level programmer to make the C# concepts accessible and exciting. The book offers a coherent approach to C# programming and focuses on the fundamentals—from elementary to the complex concepts of the language. The text is thoughtfully divided into three parts. The first part provides a basic understanding of object-oriented programming, the .NET platform and its infrastructure, console and windows application programs, and the various iterative and decision making statements available in C#. The second part introduces features such as classes, objects, inheritance and polymorphism, indexers, delegates and events. The third part of the book describes the benefits of implementation of .NET assemblies, namespaces, attributes and reflections, exception handling, and threads to help students appreciate the performance issues with great clarity. The final two chapters are devoted to writing applications in Windows so that the students can build upon the knowledge gained from the book. KEY FEATURES : • Provides scintillating coverage of both theory and practice. • Includes more than a hundred tested programs to develop students' proficiency with C# fundamentals. • Offers chapter-end review questions with answers to enhance students' fundamental skills. C# being one of the languages supported by Microsoft .NET Framework, this textbook will be useful to students of computer science, computer applications, information science and information technology.

Microsoft Visual C# Step by Step

C# for Beginners

C# (C Sharp Programming)

Classic Programming Techniques for Modern Projects

Learn C# in One Day and Learn It Well

Functional Programming in C#

C# Programming Cookbook

Designed for beginners with no knowledge or experience in game development or programming, this book teaches the essentials of the Unity game engine, the C# programming language, and the art of object-oriented programming. New concepts are not only explained, but thoroughly demonstrated. Starting with an introduction to Unity, you'll learn about scenes, GameObjects, prefabs, components, and how to use the various windows to interact with the engine. You'll then dive into the fundamentals of programming by reviewing syntax rules, formatting, methods, variables, objects and types, classes, and inheritance, all while getting your hands dirty writing and testing code yourself. Later, the book explains how to expose script data in the Inspector and the basics of Unity 's serialization system. This carefully crafted work guides you through the planning and development of bare bones, simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way, allowing you to focus on the implementation of game mechanics first and foremost. Through these example projects, the book teaches input handling, rigidbodies, colliders, cameras, prefab instantiation, scene loading, user interface design and coding, and more. By the end, you'll have built a solid foundation in programming that will pave your way forward in understanding core C# syntax and fundamentals of object-oriented programming—not just what to type but why it's typed and what it 's really doing. Game Programming with Unity and C# will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to independently seek further information on yet-untouched concepts and challenges. What You'll LearnUnderstand the fundamentals of object-oriented computer programming, including topics specifically relevant for games.Leverage beginner-to-intermediate-level skills of the C# programming language and its syntax. Review all major component types of the Unity game engine: colliders and rigidbodies, lights, cameras, scripts, etc.Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences. Who This Book Is For Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills.

You Are 1-Click Away From Learning How To Step And Dive Into The Shallow And Deep Waters Of C# Programming, With Confidence! There are many reasons why you need to learn programming today, and even more reasons why you need to learn programming with C#. If you want to boost your own problem solving ability, explore your creativity and become an innovator, accelerate your career as you help fill or meet the global demand for software developers or even boost your business, you should definitely learn programming. However, if you want to accelerate your understanding of coding and get started fast, gain access to many toolsets backed by Microsoft, enjoy more flexibility in terms of the applications you can develop with C#, work with a popular and well-supported language, then C# is what you need. Yes, C# is the 4th most popular programming language and has the 3rd largest community on StackOverflow (the platform which was also built using C#). What's more, it is considered cleaner than Java and much more modern than Python, and other programming languages. It is no wonder considered to be the universal language of programming, which perhaps explains why you are here! Perhaps you are wondering... How does C# compare with other programming languages like Python, Java and others? Why should I learn C#; is it still relevant in 2020 and beyond? Where do I start when learning C#? What core concepts do I need to learn to create my first program? How to I master such things like variables, data types, conditional statements, objects, classes, loops, strings, lists and arrays in C#? If you have these and other related questions, this book is for you, so keep reading. More precisely, this book will teach you: What C# programming language is, and why it's the best languages for beginners and intermediates How to install the program in your PC irrespective of your operating system and set up the environment to work with How to understand and work with C# variables How to understand and work with different types of data and operators in C# How to work with conditional statements for decision making in C# Why objects and classes are important in C#, and how you can create your own How to create and work with loops in C#, and why you need them How to handle strings, lists and arrays in C# How to create your first project in C# in simple steps ..And so much more! Yes, this book is here to take you through C# from the basics to the depths of the language whether you are new to this or an intermediate in an incredibly simple tone, structure and language to ensure that in just a few days, you can create your first program. So, if you've been struggling to figure out how to start coding or advance your programming skill because, perhaps from experience, you think the whole thing is difficult, or because you've never found that one "ultimate guide" to give you thorough, step-by-step directions and make sure you not only move fast, but "get" everything, you now have what you've been looking for. Your desire and quest to get an excellent guide has finally paid off. Scroll up and click Buy Now With 1-Click or Buy Now to get started!

Supercharge your creative energy by recognizing and utilizing the power of the "flow" Learn a development cycle you can actually use at work Comprehensive programming project walk-through shows you how to apply the development cycle Project Approach Strategy helps you maintain programming project momentum C# Student Survival Guide helps you tackle any project thrown at you Apply real world programming techniques to produce professional code In-depth coverage of arrays eliminates their mystery Create complex GUIs using System.Windows.Forms components Learn the secrets of thread programming to create multithreaded applications Master the complexities of generic collections and learn how to create generic methods Discover three object-oriented design principles that will greatly improve your software architectures Learn how to design with inheritance and composition to create flexible and reliable software Create well-behaved objects that can be used predictably and reliably in C#.Net applications Learn how to use MSBuild to manage large programming projects Create multitiered database applications with the help of Microsoft's Enterprise Library Master the use of the singleton, factory, model-view-controller, and command software design patterns Reinforce your learning with the help of chapter learning objectives, skill-building exercises, suggested projects, and self-test questions Packed with numerous tables, lots of pictures, and tons of code examples - over 7500 lines of code All code examples were compiled, executed, and tested before being used in the book to ensure quality And much, much, more...!

Learning C# programming language and understanding C# programming language are two different things. Almost every student enjoy learning C# programming language. But, only a few number of these students actually understand C# programming language afterwards. This is where the remaining students are left behind and kept wandering from one course to another over the internet to get the best knowledge on understanding C# programming language with cups of coffee on their table everyday. 70+ C# programming best practices for absolute beginner is a comprehensive and concise guide with over 7 hours of content that is designed to pick up every interested student from the state of "zero-knowledge" to a state of "Hero-knowledge" in C# programming with lots of practical C# projects.

C# 7.0 in a Nutshell

Master the fundamentals of C# 3.0

Hands-On Object-Oriented Programming with C#

Beginner's Guide to C# Programming

With .NET and .NET Core

Microsoft Visual C# 2010 Step by Step

***This book is primarily aimed towards developers who are new to C#, have none or very limited prior experience with C# and are up for a CHALLENGE. The book does not presuppose that you have any prior C# knowledge since the purpose of the book is to teach you just that. Even if you already have created a couple of small C# projects on your own or have been developing applications for a while you might find the content in this book useful as a refresher. The first part describes the fundamentals of the C# language such as variables, loops and methods. The book then gets progressively more challenging, describing, among other things, object oriented programming, generics, multithreading, asynchronous operations and reflection. The content is tactical, practical and highly modular to make it easier for you to learn. This mean that you actually have to read and implement the exercises in order to learn everything the book teaches. It is not recommended that you only read the book conceptually from cover to cover; the best way to learn is to be tactical and actually implement the practical exercises after reading each chapter. If you are aspiring to take the Microsoft exam 70-483 this book can be a great complement to the more traditional encyclopedic books on the market in that it contains many complete examples and exercises that you can implement to deepen your understanding of C#. The author has worked professionally with C# since it was released and as a Microsoft Certified Instructor for a number of years teaching C#, Visual Basic.NET and the .NET Framework. Read what a former student has to say about the book: "Where to begin ? If someone asked me just off the street, how do you learn the basics of programming - this is the book I would point to. Having myself spent hundreds of dollars on expensive and quite frankly, not very indulging C# reference books (or encyclopedias), I am very fortunate (and now as I realise that this method of teaching exists, frustrated...) to have stumbled upon this one. The layout of the book speaks for itself: Read a concise, to the point description about the basics of what you are about to implement, follow the implementation step by step and review the code/run it. Rinse and repeat. It is really simple and just as powerful a concept, if not more, than actually having a teacher standing by your side - guiding you. If you find the 1,2,3 steps dull and too easy, go do the implementation yourself and you will still find yourself learning alot by reviewing how the author implemented the code. This is truly how to learn fast and still be able to pick up those gems of advice that will take you countless of hours to find out yourself, while still maintaining a level of curiosity none of the other books I've read on programming has ever done. You are literally reading a story book. This is a story with you, as a reader, involved with the creation of a program. The author smooths out the rough edges and all the non-essentials to give you a pleasant, first-hand experience of how a program should be constructed. Just as mastering any craft, mastering programming is not about learning everything at once. Instead you incrementally build your knowledge for a complete understanding and eventually see how the pieces fit togheter. This book is the trademark of a master; conveying the art of storytelling as a technical User-Story for the un-initiated, but eager to learn student. In much the same way as a good fictional book would've done, this book literally grasps you and engages you in learning, that is if you invest the time required. If you have ever found yourself scrolling through MSDN to learn something fundamental about the nature of the C# language and feeling a slight sensation of despair; this is your remedy. In other words: this book is great, read it and become Informed."* - Rony Lindgren**

Enhance your programming skills by learning the intricacies of object oriented programming in C# 8 Key FeaturesUnderstand the four pillars of OOP; encapsulation, inheritance, abstraction and polymorphismLeverage the latest features of C# 8 including nullable reference types and Async StreamsExplore various design patterns, principles, and best practices in OOPBook Description Object-oriented programming (OOP) is a programming paradigm organized around objects rather than actions, and data rather than logic. With the latest release of C#, you can look forward to new additions that improve object-oriented programming. This book will get you up to speed with OOP in C# in an engaging and interactive way. The book starts off by introducing you to C# language essentials and explaining OOP concepts through simple programs. You will then go on to learn how to use classes, interfaces and properties to write pure OOP code in your applications. You will broaden your understanding of OOP further as you delve into some of the advanced features of the language, such as using events, delegates, and generics. Next, you will learn the secrets of writing good code by following design patterns and design principles. You'll also understand problem statements with their solutions and learn how to work with databases with the help of ADO.NET. Further on, you'll discover a chapter dedicated to the Git version control system. As you approach the conclusion, you'll be able to work through OOP-specific interview questions and understand how to tackle them. By the end of this book, you will have a good understanding of OOP with C# and be able to take your skills to the next level. What you will learnMaster OOP paradigm fundamentals Explore various types of exceptions Utilize C# language constructs efficiently Solve complex design problems by understanding OOP Understand how to work with databases using ADO.NET Understand the power of generics in C#Get insights into the popular version control system, Git Learn how to model and design your softwareWho this book is for This book is designed for people who are new to object-oriented programming. Basic C# skills are assumed, however, prior knowledge of OOP in any other language is not required.

On its own, C# simplifies network programming. Combine it with thepremise instruction found in C# Network Programming, and you'llfind that building network applications is easier and quicker thanever. This book helps newcomers get started with a look at the basicsof network programming as they relate to C#, including thelanguage's network classes, the Winsock interface, and DNSresolution. Spend as much time here as you need, then dig into thecore topics of the network layer. You'll learn to make socketconnections via TCP and "connectionless" connections via UDP.You'll also discover just how much help C# gives you with some ofyour toughest chores, such as asynchronous socket programming,multithreading, and multicasting. Network-layer techniques are just a means to an end, of course,and so this book keeps going, providing a series of detailedapplication-layer programming examples that show you how to workwith real protocols and real network environments to build andimplement a variety of applications. Use SNMP to manage networkdevices, SMTP to communicate with remote mail servers, and HTTP toWeb-enable your applications. And use classes native to C# to queryand modify Active Directory entries. Rounding it all out is plenty of advanced coverage to push yourC# network programming skills to the limit. For example, you'lllearn two ways to share application methods across the network:using Web services and remoting. You'll also master the securityfeatures intrinsic to C# and .NET--features that stand to benefitall of your programming projects.

Take advantage of the growing trend in functional programming. C# is the number-one language used by .NET developers and one of the most popular programming languages in the world. It has many built-in functional programming features, but most are complex and little understood. With the shift to functional programming increasing at a rapid pace, you need to know how to leverage your existing skills to take advantage of this trend. Functional Programming in C# leads you along a path that begins with the historic value of functional ideas. Inside, C# MVP and functional programming expert Oliver Sturm explains the details of relevant language features in C# and describes theory and practice of using functional techniques in C#, including currying, partial application, composition, memoization, and monads. Next, he provides practical and versatile examples, which combine approaches to solve problems in several different areas, including complex scenarios like concurrency and high-performance calculation frameworks as well as simpler use cases like Web Services and business logic implementation. Shows how C# developers can leverage their existing skills to take advantage of functional programming Uses very little math theory and instead focuses on providing solutions to real development problems with functional programming methods,

unlike traditional functional programming titles Includes examples ranging from simple cases to more complex scenarios Let Functional Programming in C# show you how to get in front of the shift toward functional programming.

A Step by Step Guide for Beginners

A Step by Step Guide for the Beginner, Intermediate and Advanced User, Including Projects and Exercises

A Complete Beginner's Guide

The Definitive Reference

C#

A Practical Approach in Visual Studio

C# for Beginners with Hands-On Project

C# Programming for Beginners Have you always wanted to learn C# programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C Sharp for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C Sharp Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this C# book different... The best way to learn C# is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: introduction to c# environment setup program structure basic syntax data types variables operators decision making loops arrays object oriented programming much,much,more!

Download your C# Programming copy today Tags: ----- C#, C# tutorial, C# book, learning C#, C# programming language, C# coding, C# programming for beginners, C# for Dummies, .NET, Visual Studio, C# operators

If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, Learning C# 3.0 starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples, illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework--including LINQ and the Windows Presentation Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2015 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2015. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2015 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services About You For software developers who are new to Visual C# or who are upgrading from older versions Readers should have experience with at least one programming language No prior Microsoft .NET or Visual Studio development experience required

Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games - and without requiring any previous programming experience. Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient "Quick Reference" boxes, which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course. Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises.

C# Professional Projects

Mastering C# (C Sharp Programming)

C# Programming For Beginners & Intermediates

A Step by Step Guide to Learn C# Programming for Absolute Beginners

C# Programming For Beginners

C Sharp Programming For Beginners.

A Learner's Guide to Real-World Programming with C#, XAML, and .NET

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

This book covers C# programming with a practical approach. The author assumes you have no experience in programming. The book starts with the installation of the required programming environment. Then, the simplest "Hello World" program is developed step by step. In the next three chapters (Chapters 4 to 6), Windows forms (the visual part of desktop programs) and their components are studied with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After teaching the graphical user interface (GUI) design, C# programming is covered in an organized manner in the following eight chapters (Chapters 7 to 14) with dozens of example projects. As the reader follows the development of the sample projects, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient C# code and generating standalone programs. Connecting to Access databases from our C# programs for permanent data storage is explained in Chapter 15. In the last Chapter, the basics of Unity game engine are given and a simple 2D platform game is developed in Unity using C#. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info on C# and .NET environment. Chapter 2. Setting up your development environment: Installing and configuring Visual Studio. Chapter 3. Test drive - the "Hello World" project: Creating a new Visual C# project, adding and positioning a Label and building the project. Chapter 4. Form (GUI) elements: Containers, menus, dialog windows, components, controls, properties and events of controls. Chapter 5. Common controls: Using common controls like Buttons, TextBoxes and ProgressBars in our projects (a total of 21 commonly used controls are studied). Chapter 6. Menus, dialogs and containers: Utilizing various menu types, using dialog windows to take user input, file open/save operations and incorporating containers to organize the form layout. Chapter 7. Variables and constants: Organized C# programming begins in this chapter. Declaring variables, variable types, type conversions and constants. Chapter 8. Conditional statements: Operators, various types of if-else structures and switch-case statements. Chapter 9. Loops: The need for loops in our programs. Utilization of for, foreach, while and do-while loops. Break and continue statements. Chapter 10. Arrays and collections: Declaring arrays, using multidimensional arrays and array operations. Hashtable and ArrayList structures for storing multiple types of variables together. Chapter 11. Methods: Method declarations, scopes of methods, passing variables by value and by reference. Chapter 12. Classes and objects: The class-object concept. Declaring and using classes. Creating objects. Utilizing several constructor methods for flexibility. Chapter 13. Frequently used classes in C#: Utilizing the methods of the String class, the StringBuilder class and the Math class. Chapter 14. Handling Errors: Preventing our programs from crashes in case of errors. Try-catch, try-catch-finally structures and the throw keyword. Chapter 15. Database connections using ADO.NET: Creating Access databases from scratch, reading and modifying database entries from our C# programs. Chapter 16. Developing a 2D game in Unity using C#: Installing the Unity game engine. Using C# in Unity to develop our own 2D platform game called Random Platformer. Exporting the game as a standalone program. This book includes 507 figures and 309 code snippets that are used to explain C# programming and GUI development concepts clearly. Full resolution colour figures and complete project files can be downloaded from the book's companion website: www.yamaclis.com/csharp.

Do you think learning C# is too hard? Then you haven't checked out this guidebook. We will provide you with all of the tips and tricks that will make coding in the C# language as simple as it can be. C# is one of the most versatile programming languages available today and can help you to write out any programs that you want in no time. This guidebook is your ultimate guide to learning how to do your own programming even if you have never spent time doing any coding in the past and can provide you with the skills and confidence that you need along the way. Some of the great topics that we are going to take a look at in this guidebook include: A look at the C# language and why it is one of the best languages to learn for beginners. Some of the basics that we need to know to help us write out our own programs even as a beginner. How to set up the environment that we need with the C# language so that we can complete our codes. The C# variables and what we can do to understand the different types of data, along with some of the operators to enhance our programs. How to use the conditional statements so our programs can make decisions, all on their own! A look at why objects and classes are so important, and some of the things that we can do to create our own. Creating a loop in C# and why this is so important. Handling the strings, arrays, and lists Handling C# operators Simple steps that can turn you into a professional coder in no time. and more! Anyone can learn how to code, and with the C# language, you will be able to take your skills to the next level when writing out any program that you want. Are you ready to Learn C# the Easy Way?Then Scroll Up and Click the Buy Now Button!

This book covers full manual for C# programming. The author accepts you have no experience in programming. The book begins with the establishment of the required programming condition. Then, the most straightforward "Hi World" program is created well ordered. In the following three chapters, Windows frames (the visual piece of work area programs) and their components are considered with practical models. Screenshots and code pieces are given in the book to direct the reader. After teaching the graphical UI (GUI) structure, C# programming is covered in a composed way in the following chapters with many model projects. As the reader pursues the advancement of the example projects, he/she will master structuring UIs, connecting interface objects to code, creating efficient C# code and producing independent projects. Connecting to Access databases from our C# programs for changeless information 2D stage game is designed in Unity utilizing C#. The book contains the following: Introduction: General data on C# and .NET condition. Setting up your improvement condition: Installing and configuring Visual Studio. Test drive - the "Welcome World" project: Creating another Visual C# project, including and situating a Label and building the project. Menus, exchanges and containers: Utilizing different menu types, utilizing discourse windows to take client input, document open/spare tasks and incorporating containers to sort out the structure design. Factors and constants: Organized C# programming starts in this chapter. Declaring factors, variable sorts, type conversions and constants. Conditional explanations: Operators, different kinds of if-else structures and switch-case proclamations. Circles: The requirement for loops in our projects. Usage of for each, while and do-while circles. Break and continue proclamations. Exhibits and collections: Declaring clusters, utilizing multidimensional groups and cluster tasks. Hash table and Array List structures for putting away various sorts of factors together. Techniques: Method declarations, scopes of strategies, passing elements by worth and by reference. Classes and objects: The class-object concept. Declaring and utilizing classes. Creating objects. Using a few constructor techniques for adaptability. Hoping to become a programmer? The time has come to take advantage of this lucky break Read and appreciate

With examples in F# and C#

The Art, Philosophy, And Science Of Object-Oriented Programming, Second Edition

The Bulgarian C# Book

70+ Common Projects

Begin to Code with C#

CONCEPTS AND PRACTICE

C# Complete

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