# Github

Onderzoeken hoe het in het bedrijfsleven gebruikt wordt.

Leren van advanced features:

* Force commits/pushes
* GitHub packages

Doen:

* GitHub profile opzetten
* Profiel als portfolio klaarmaken

# Webserver

* Hosting Portfolio website
* Acting as server for multiplayer games
* Acting as database server

What to learn:

* Communication between application and web server
* Cyber Security
* Data Encryption & Decryption
* Networking
* Web sockets

Languages

* JavaScript
* Node.js

# Unreal Engine

Learning a new game engine makes me more suitable for game development jobs.

What to learn:

* The entire engine
* C++

# Compiler

Doing research into how compilers work, how compilation of different compilers work and making my own compiler.

What to learn:

* Compilation steps
* Compiling and combining projects of different programming languages

# Game Engine maken

Een eigen game engine bouwen is een goede manier om te leren hoe game engines werken:

What to learn:

* Any C language for app development
* 2D and 3D rendering
* Core mechanics of game features, such as rendering, collision, physics and more

# Multi-cross platform App development

I’ll learn about app development and can show my skills with these kind of projects.

https://youtu.be/yye7rSsiV6k?si=4nfDeH4mB1TjGzUs

## React Native

React Native brings the best parts of developing with React to native development.  
It's a best-in-class JavaScript library for building user interfaces.

* JavaScript

https://reactnative.dev/

## Kotlin Multiplatform

Simplify the development of cross-platform projects and reduce the time spent writing and maintaining the same code for different platforms.

* Kotlin

https://kotlinlang.org/docs/multiplatform.html

## .Net MAUI

Welcome to the .NET MAUI for Beginners series where you will learn the basics of building multi-platform apps with .NET MAUI for iOS, Android, macOS, and Windows from a shared C# codebase. In this video, James breaks down what exactly .NET MAUI is, how it works, and some of the features that you need to know about when building apps with the framework.

* C#

http://dotnet.microsoft.com/en-us/apps/maui

## Flutter

Flutter is an open source framework for building beautiful, natively compiled, multi-platform applications from a single codebase.

* Dart (Takes best aspects from Java, JavaScript and C#)

<https://flutter.dev/>

# Java application

Projects that allow me to use object orientated programming:

* Banking system
* Employee management system
* Bank account money management system
* Inventory management system

# Kali Lunix

What to learn:

* Cyber security
* How hacking works
* Networking
* Cyber attacks

Partition on laptop for Kali Lunix