Cloud Computing: Final Exam Info

1) Read 9 chapters of C# tutorial at tutorials point

Link: https://www.tutorialspoint.com/csharp/index.htm

- C# - Attributes
- C# - Reflection
- C# - Properties
- C# - Indexers
- C# - Delegates
- C# - Events
- C# - Collections
- C# - Generics
- C# - Anonymous Methods
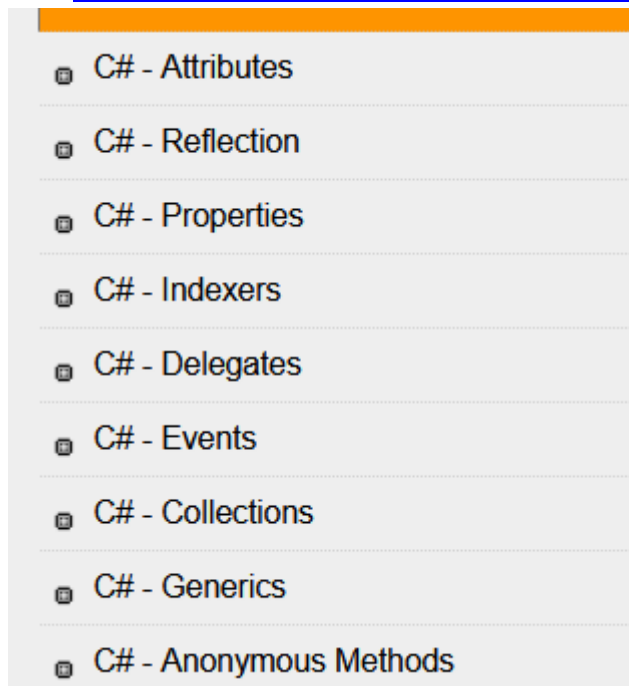
2) Understand C# source files listed below:

Link:

https://github.com/GP101/Programming/tree/master/CsharpProgramming/CSharpApplication/Custom%20Reference%20Files

- NullCoalesce.cs
- Program Anonymous Methods and Lambda Expressions.cs
- Program Delegate and Event.cs
- Program Delegate.cs
- Program Extension Method.cs
- Program Hello World.cs
- Program Hidden Dynamic Memory Allocation.cs
- Program property.cs
- Program Reflection.cs
- Program Start Function static Main.cs
- Program typeof GetType.cs
- Program Unity Component Model Big Base Class or Multiple Interface Inheritance.cs
- Program Unity Component Model.cs

- Program yield01 IEnumerator.cs
- Program yield02 Container.cs
- Program yield03 Unity Coroutine.cs
- Program_Arrays.cs
- Program_Attributes.cs
- Program_Event01.cs
- Program_Event02.cs
- Program_Event03.cs
- Program_Generic Before.cs
- Program_Generic.cs
- Program_ImplicitTyping.cs

Branch: master ▼

Programming / CsharpProgramming / CSharpApplication / **Custom Reference Files** /

jintaeks Added Array Lookup Table example. ...

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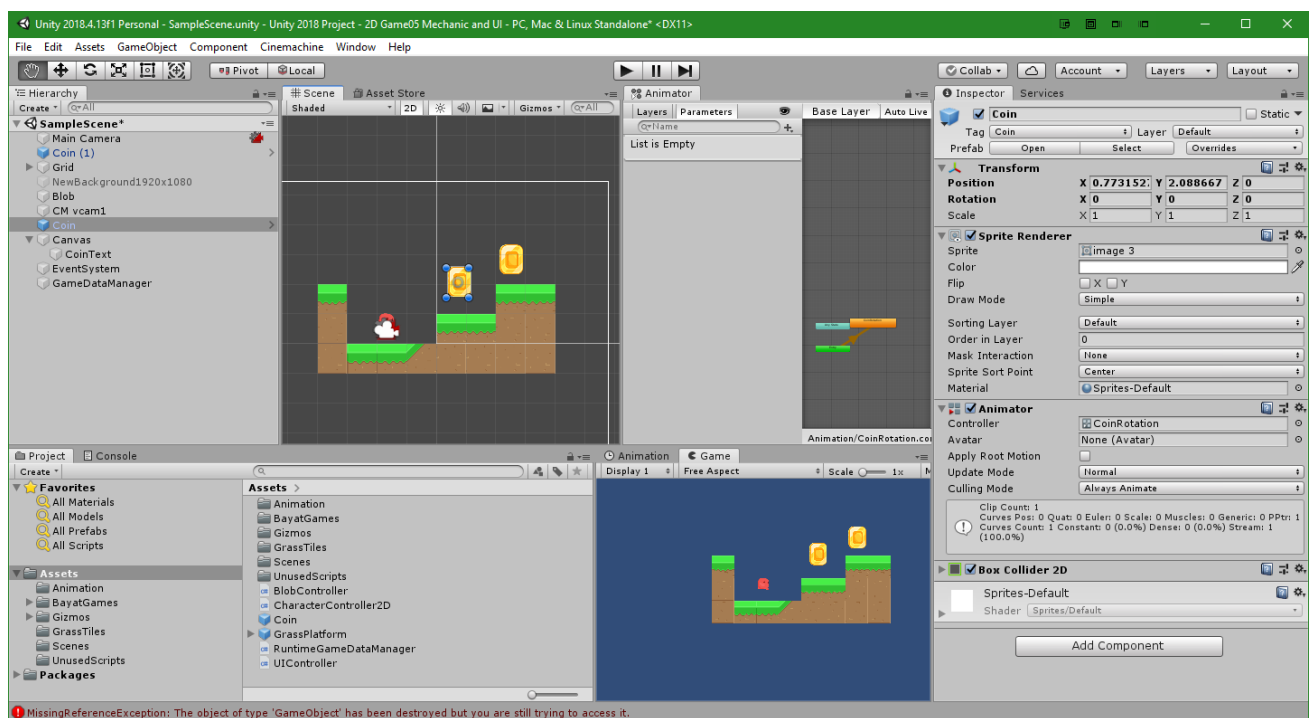|	
📄 NullCoalesce.cs	Added C# programming files.
📄 Program Anonymous Methods and Lambda Expression...	Added C# programming files.
📄 Program Delegate and Event.cs	Added C# programming files.
📄 Program Delegate.cs	Added C# programming files.
📄 Program Extension Method.cs	Added C# programming files.
📄 Program Hello World.cs	Added C# programming files.
📄 Program Hidden Dynamic Memory Allocation.cs	Added C# programming files.

3) Understand all the contents(Unity features) and C# source of Unity 2D Game Project

Unity Project File: "*Unity 2018 Project - 2D Game05 Mechanic and UI.zip*"

Link:

https://github.com/GP101/Programming/blob/master/UnityProgramming/Unity%202018%20Project%20-%202D%20Game05%20Mechanic%20and%20UI.zip

- BlobController.cs
- CharacterController2D.cs
- RuntimeGameDataManager.cs
- UIController.cs

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