Cloud Computing

[2019. 9. 3, Tue] 1st - 1

@ 2D Game Design with Cloud Saving

Unreal Engine vs. Unity Engine
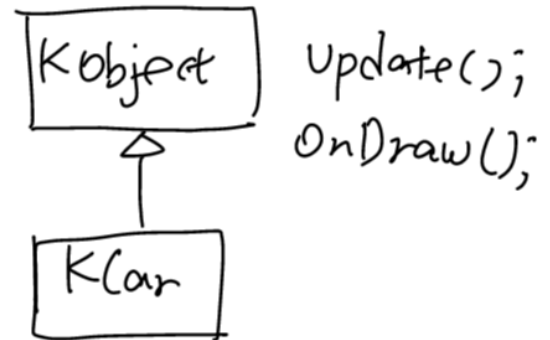
C++

overriding
overloading
new / delete operators
virtual

Kobject → Update();
          OnDraw();

Kobject ⬆ KCar

⇒ C#을 배우지 않았다.

[2019. 9. 6, Fri] 1st - 2

virtual destructor

operator overloading

*next

template

Smart pointer

$\underline{int}$ $\underline{i}$;
type   variable

$\underline{KData}$ $\underline{d}$;
type   variable
  ↓   ↓
class   instance.

$a \; \oplus \; b \; = \; ?$

binary
  operator

2 + 3   infix

+ 2 3   prefix

2 3 +   postfix

operator+ (2, 3)

KObject

KCar

[2019. 9. 10, Tue] 2nd-1
  operator overloading
    — side effect
  template
  smart pointer