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Game Development with XNA:

Semester 1 Lesson 1: Intro

Computers, C#, XNA, and You

Questions:

1. List three keys to successfully learning how to program. Pick the one you think is most important and describe its importance by way of an example.

Practice, Study, Persistence. I believe practice is the most important and effective because it helps you understand how to use some code and what they are used for. If you do not understand how to use an array, then you should study then practice it so you know when to use it or if you should use something else for what you need.

2. What is the difference between C# and XNA? Explain the relationship between them.

XNA is a software development kit which enhances a game that is coded using C#. C# just uses the code as instructions and creates and displays the game and makes it work. XNA also uses the SDK to use sounds, draw things on your screen, uses XBOX 360 gamepad and helps with other things when you are creating games

3. What does SDK stand for? Describe it in your own words.

Software Development Kit. An SDK is a tool that you can use for making a game, an SDK will make it easier to make games and will help running applications

4. What does IDE stand for? Describe it and list at least three functions it performs.

Integrated Development Environment. An IDE gets its name because it provides a single place where you can perform the entire creative process of code development. You can write a program by using the built-in text editor, you can run the program and see what it does, and you can also debug the program.

5. List the steps in creating a new project, running it, and then stopping it.

Creating a project:

1. To create a project, first start XNA Game Studio if it is not already running.
2. In XNA Game Studio, select New Project from the File menu
3. XNA Game Studio can make a whole range of different projects depending on what you want to build. The skeletons for each of these types of program are contained in project templates and Starter Kits.

Running it:

1. XNA Game Studio compiles the source code files. The source code of the program is all the lines of C# code that you and XNA Game Studio create that describe what you want the computer to do. A compiler is a program that takes source code and creates a set of machine instructions that can be loaded into the computer’s processor to control what the computer does. The C# language has a specification, and the compiler knows all about the rules in the specification. The compiler rejects any program that it thinks is not correct and tells you about the compilation errors. You are going to have to live with the fact that you will see a lot of these errors if you decide to become a computer programmer.
2. Your project might contain many different source files; each of them must be compiled. If all the program source files compile correctly, they are then combined with any resources (for example, images and sounds) that are part of the project.
3. If you are using an external device, either Xbox 360 or Zune, the compiled files are now transferred into it. 14 Part I Getting Started
4. Finally, XNA Game Studio starts the program running. If you are using a Windows PC, the program runs in a window on the desktop. If you are using an external device, the program takes it over completely. At this point, the window or target device is under the control of your program statements.

Stopping it:

1. There are two ways to do this. You can press the Back button on an Xbox 360 gamepad or Zune to instruct the program to finish.