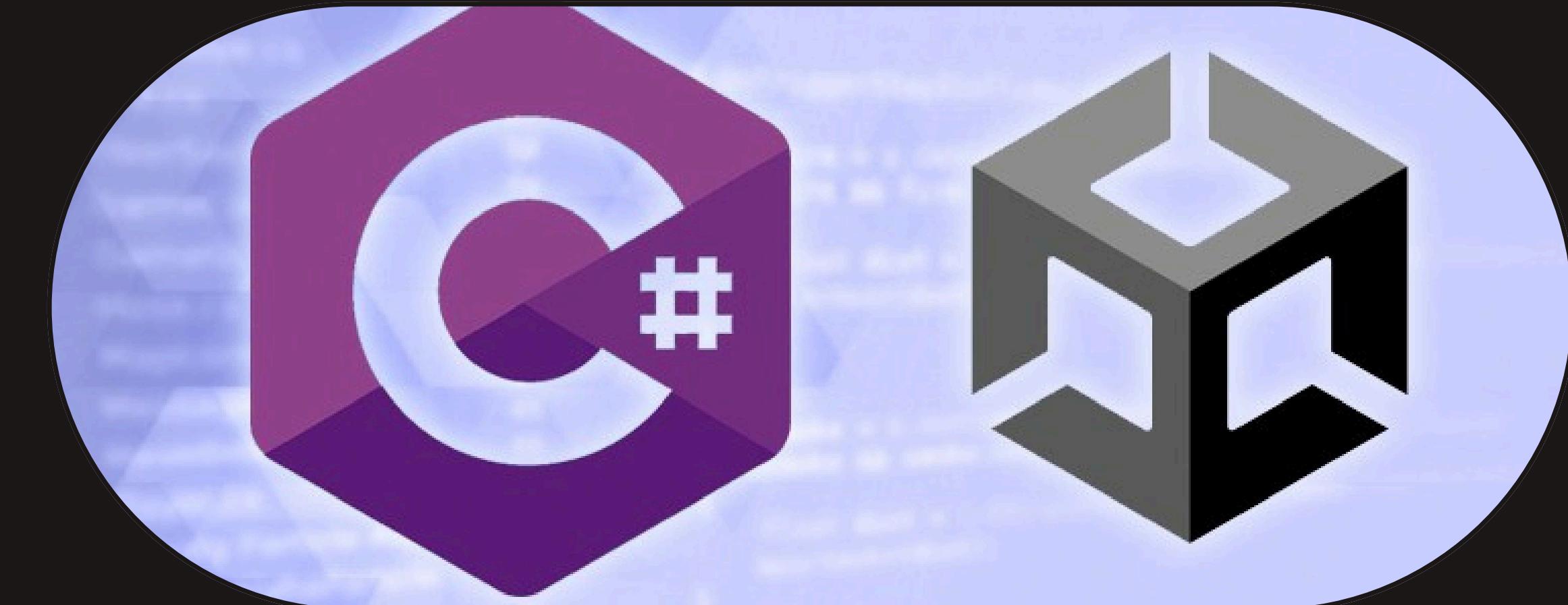
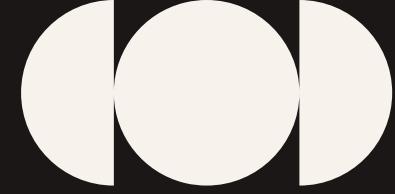


Mainīgie, to datu tipi,  
pamatdarbības darbam  
ar tiem strādājot ar C#  
programmēšanas valodu  
Unity dzinī

Daniils Titovs 2PT





# Saturs

- C# un tie datu tipi
  - C# izmantošana
  - C# datu tipi
- RAM datu piešķiršana
  - Kā programma ir piešķirta RAM
  - Datu atrašana programmā
  - Pointer kā datu tips
- Unity mainīgie
  - GameObject
  - Canva
  - Audio Source

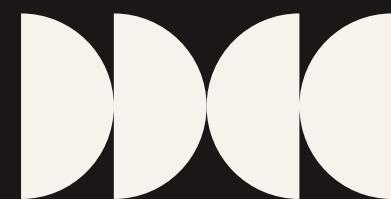
**Īsa informācija**

**Laiks:** strādāju 1 stundu dienā, ja iespējams

**Kopējais laiks:** ~10 stundas

**Projekta izstrādes līdzekļi:** Unity, draw.io, Canva

**Kodu rindas:** ~380 rindas





# Kur izmanto C#?

01

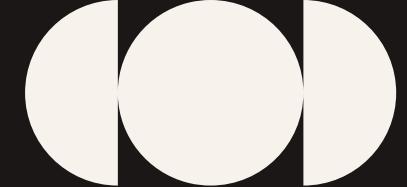
Aplikāciju  
izstradīšana



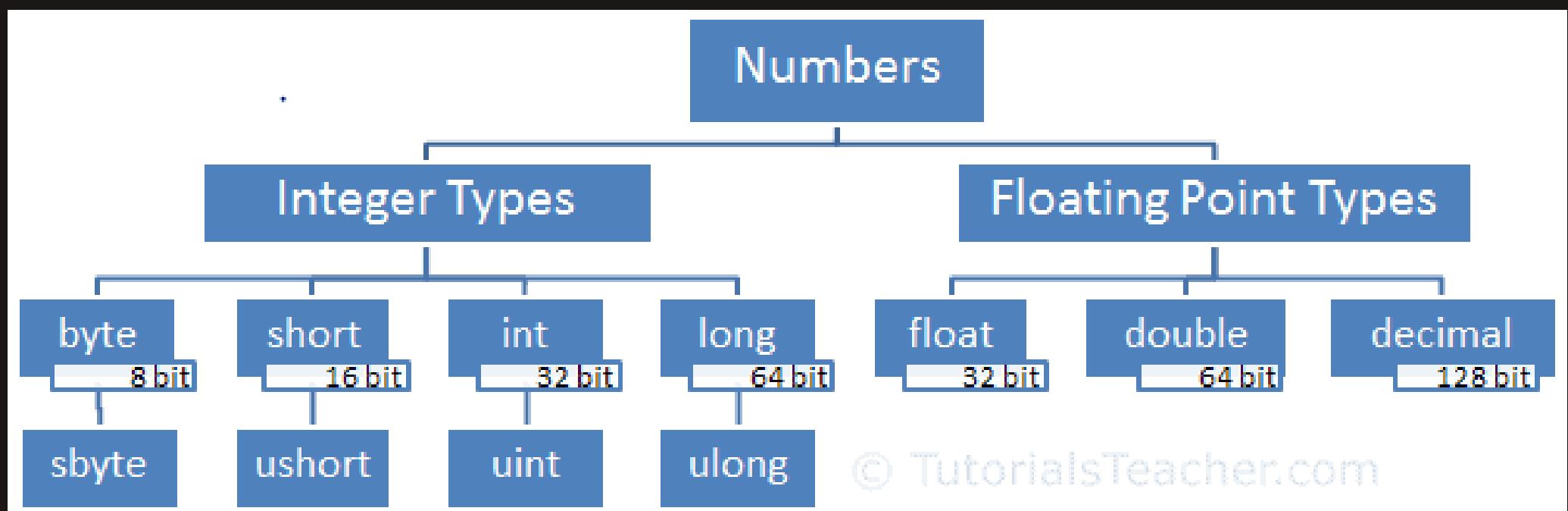
02

Web aplikācijas  
izstradīšana

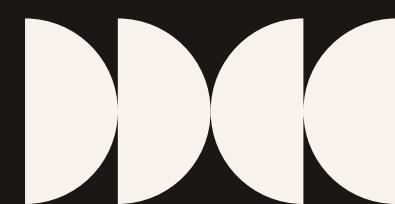




# Datu tipi



Izmērs	
int	4 baits
long	8 baits
float	4 baits
double	8 baits
bool	1 bits
char	2 baits
string	2 baitus uz 1 simbolu
byte	1 baits



# Integer numbers (int)

```
int a = 123;  
System.Int32 b = 123;
```

32 bit  
mainigs

```
byte a = 17;
```

# String

```
string s1 = "A string is more ";  
string s2 = "than the sum of its chars. ";
```

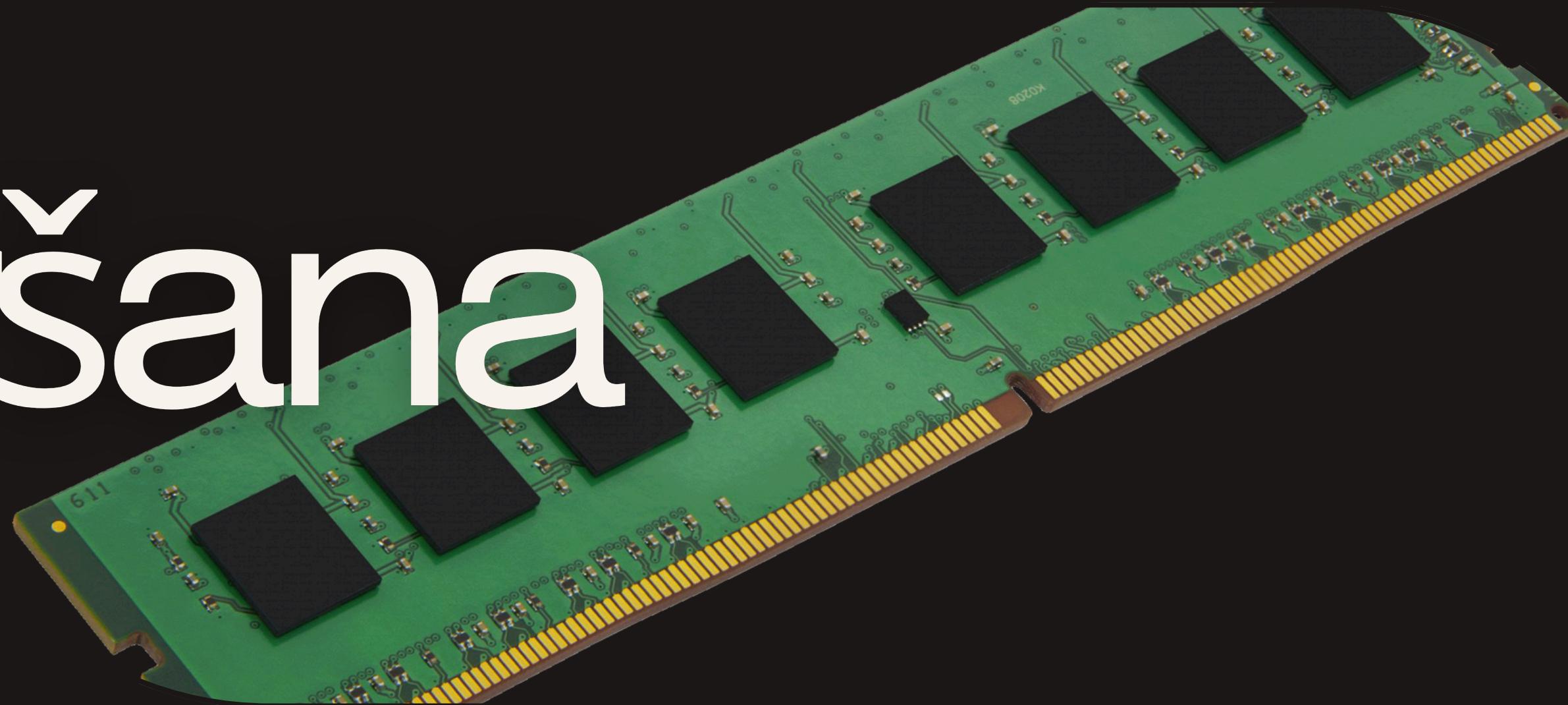
# Boolean

```
bool check = true;  
if(check){  
    Debug.log(true)  
}
```

cod



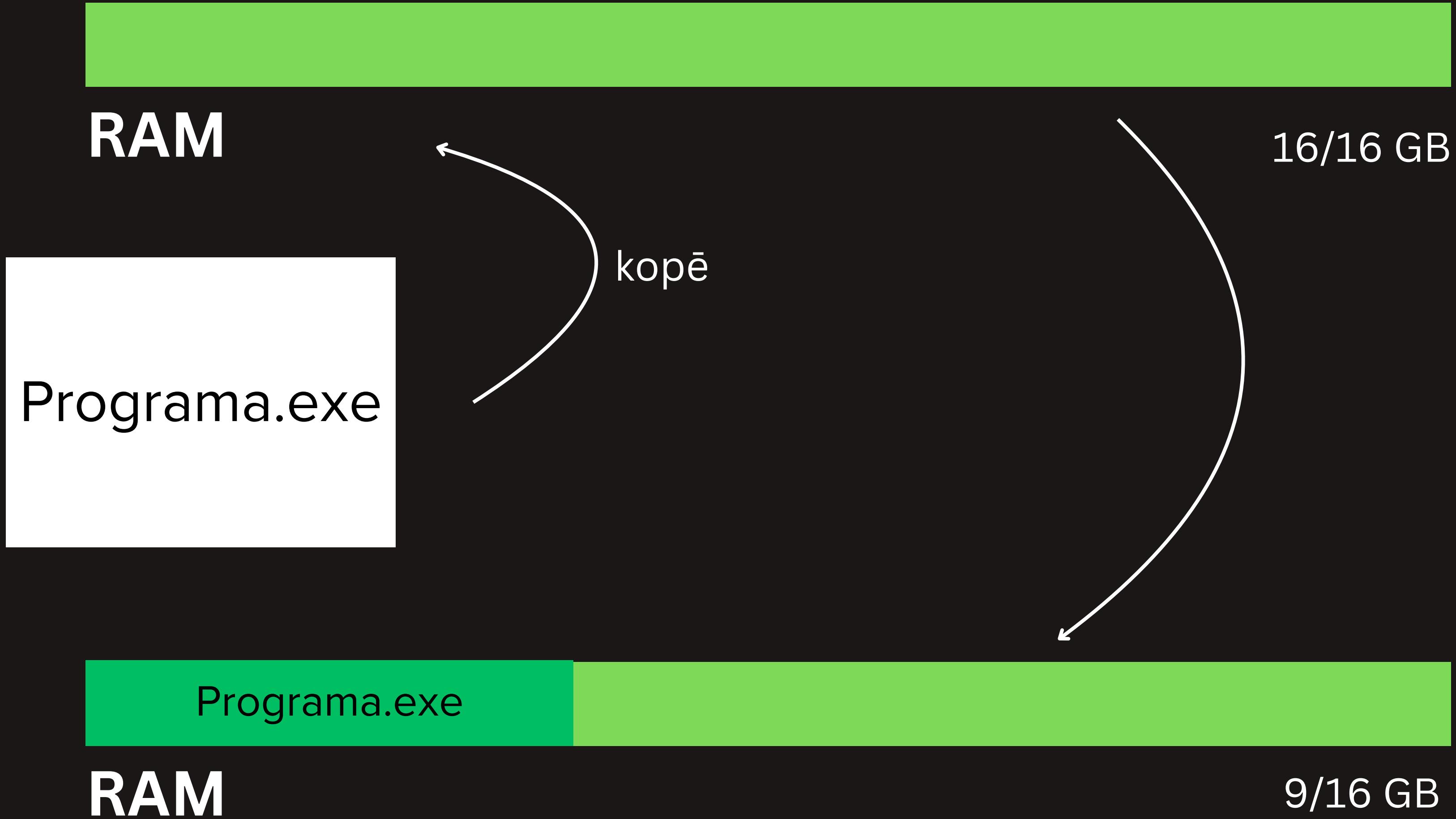
# Datu piešķiršana



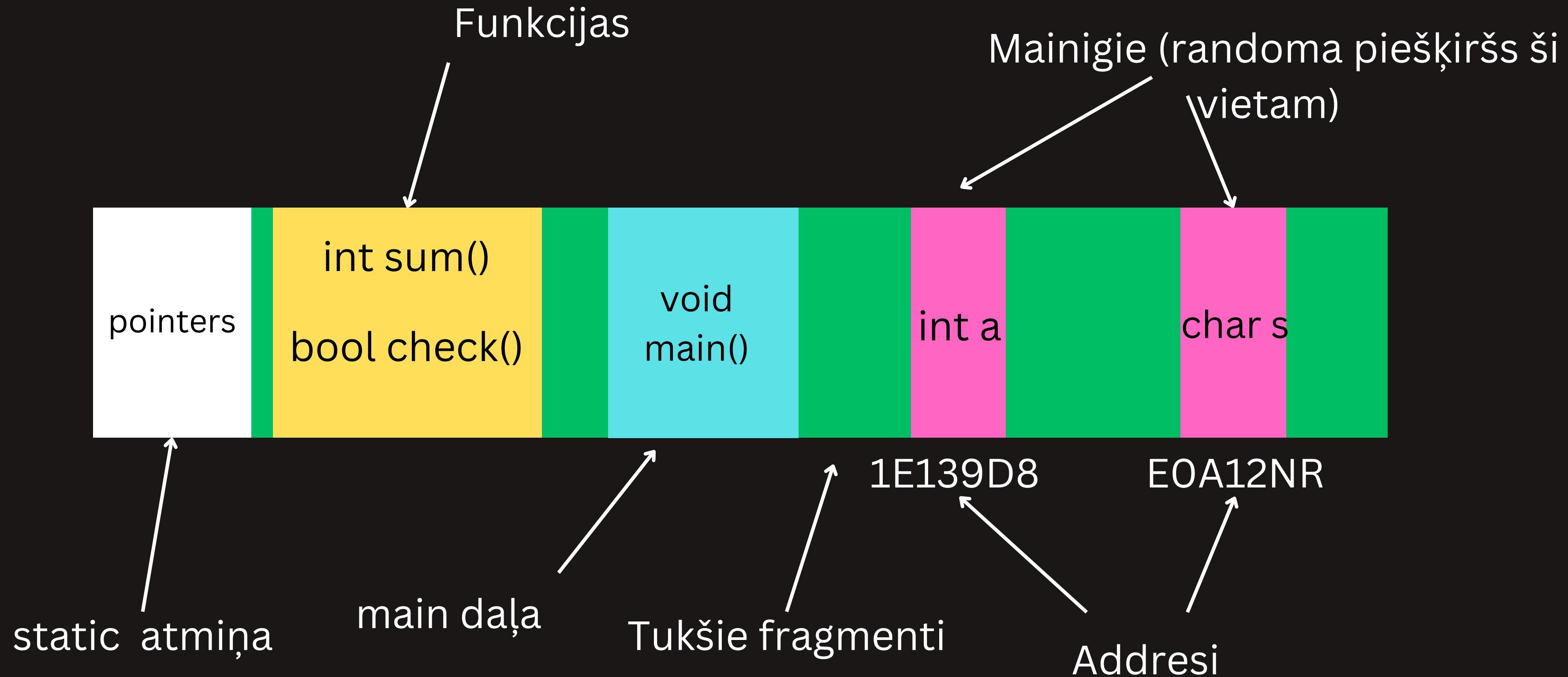
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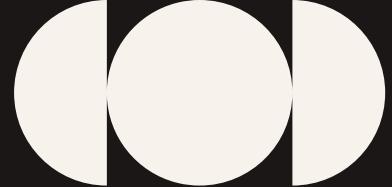
ddc

# Datu piešķiršana



# RAM





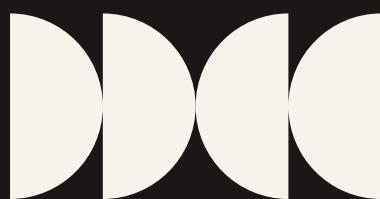
# Pointer datu tips

1E139D8 (Mainīgs address)

```
int a = 1
```

1567RG1 (Nemainīgs address)

```
int* pointer = &a = 1E139D8 (Address)
```

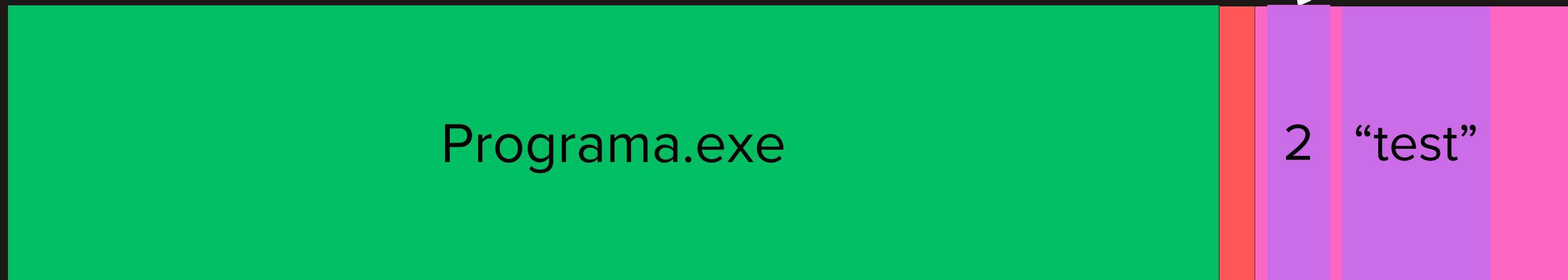


# Pointer

```
ArrayList list = new ArrayList();
```

```
list.Add(2);  
list.Add("test");
```

[1ER587K+1] = 2



list = 1ER587K  
(address)

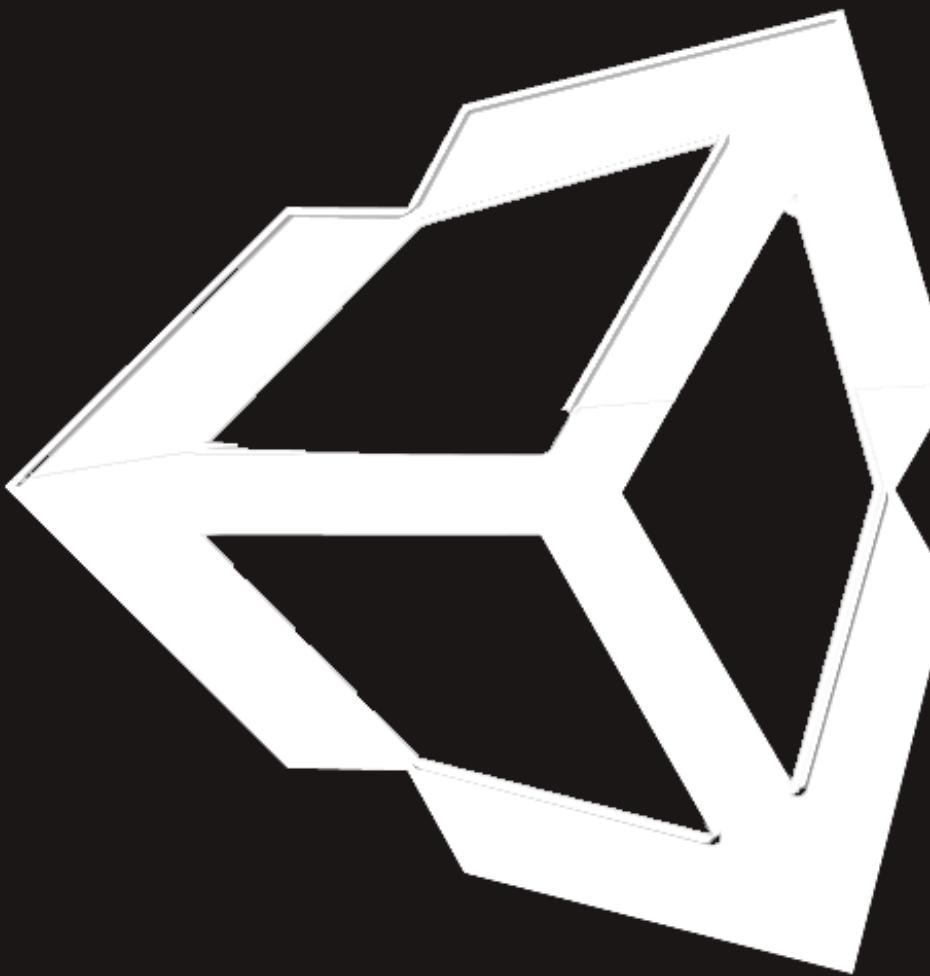
ArrayList

baiti lidz mainīgo

co



# Unity mainigi



# unity

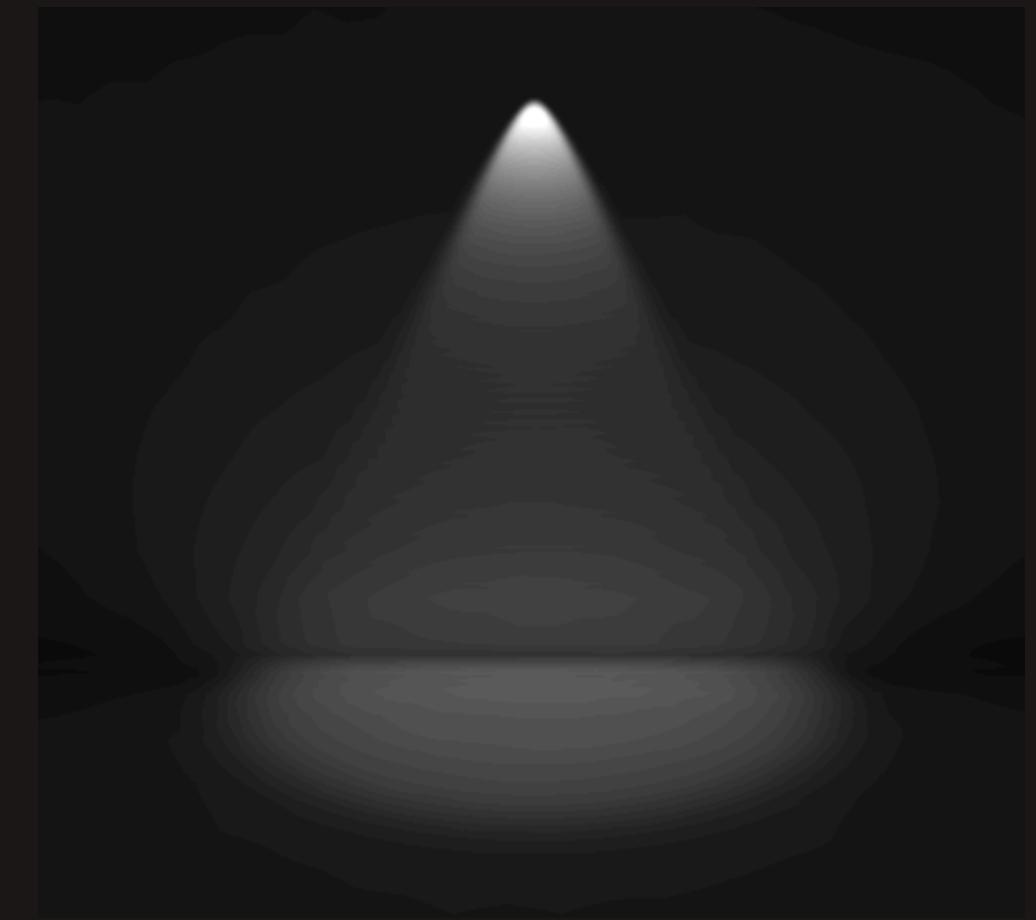
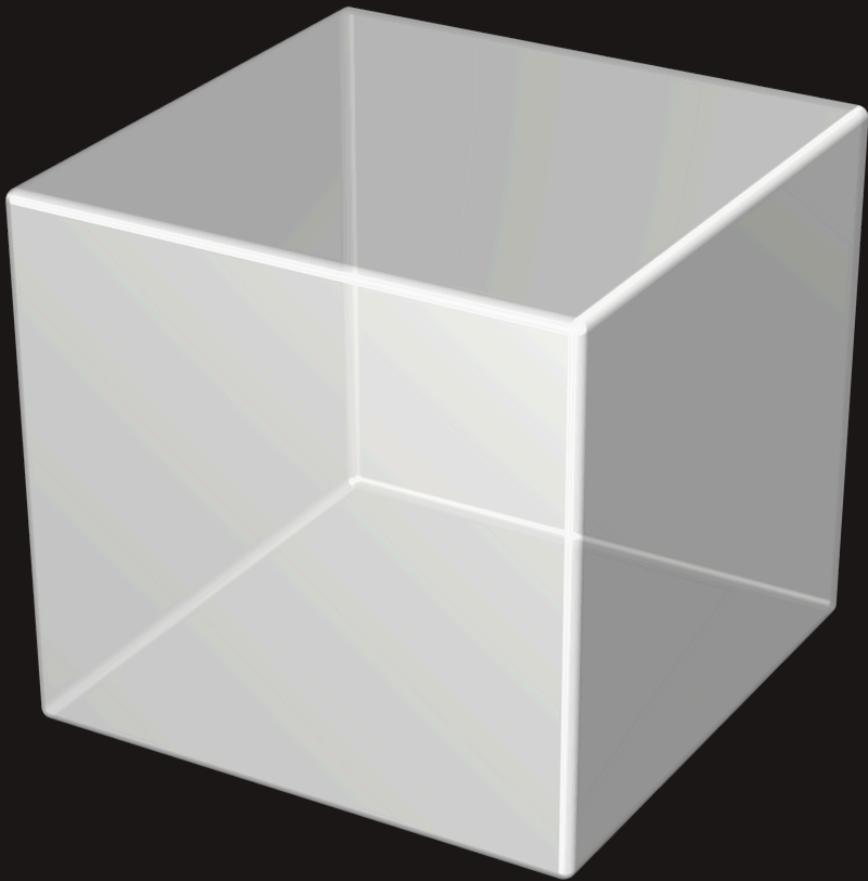
---

co

co



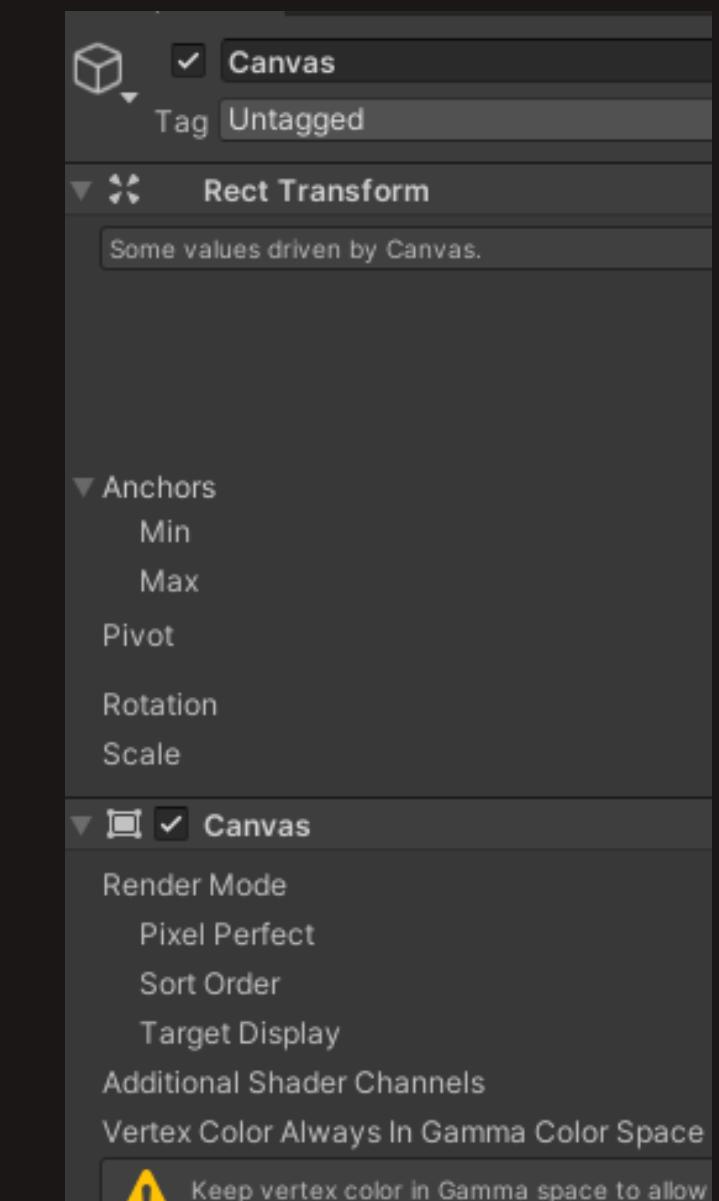
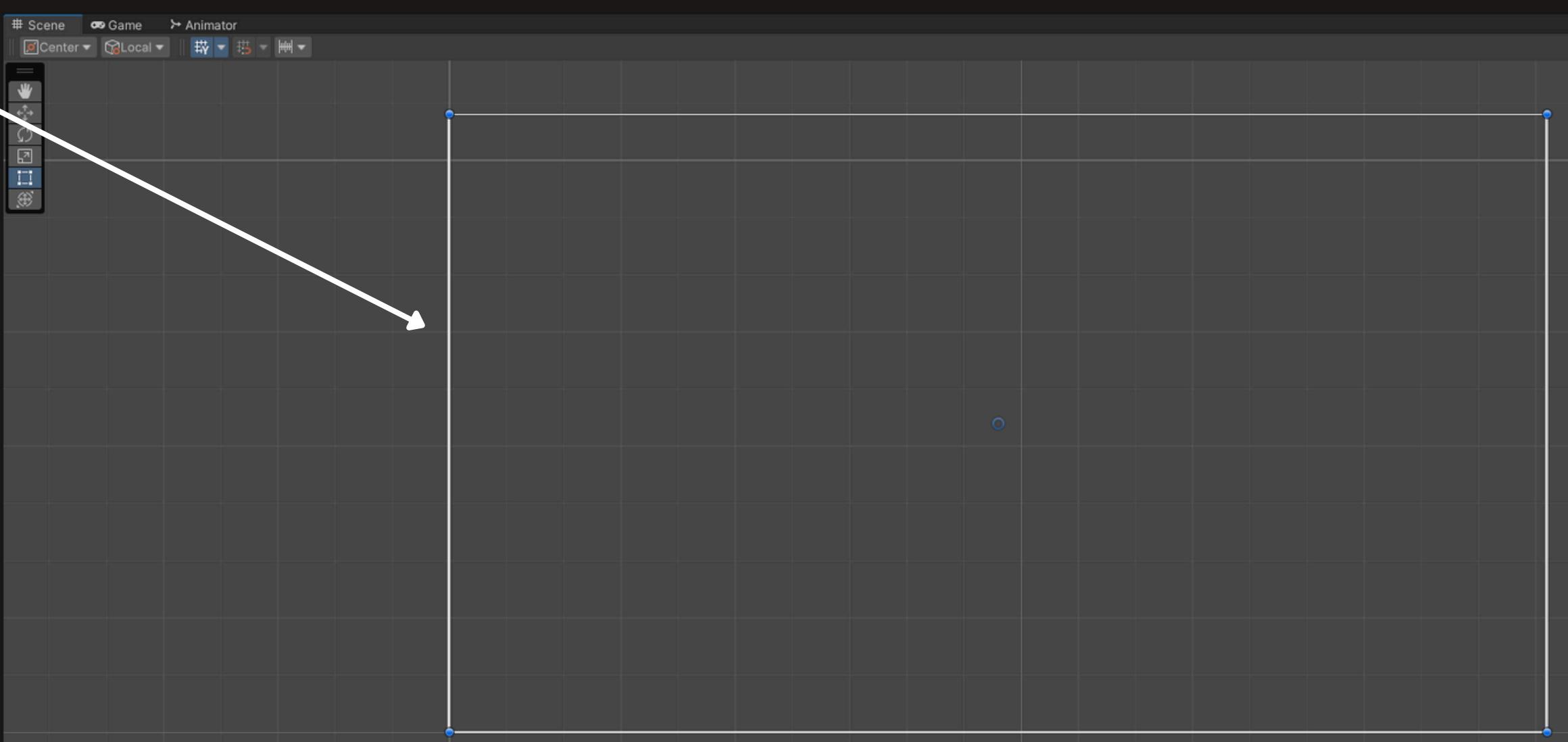
# GameObject



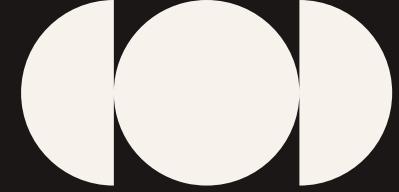
do

cod

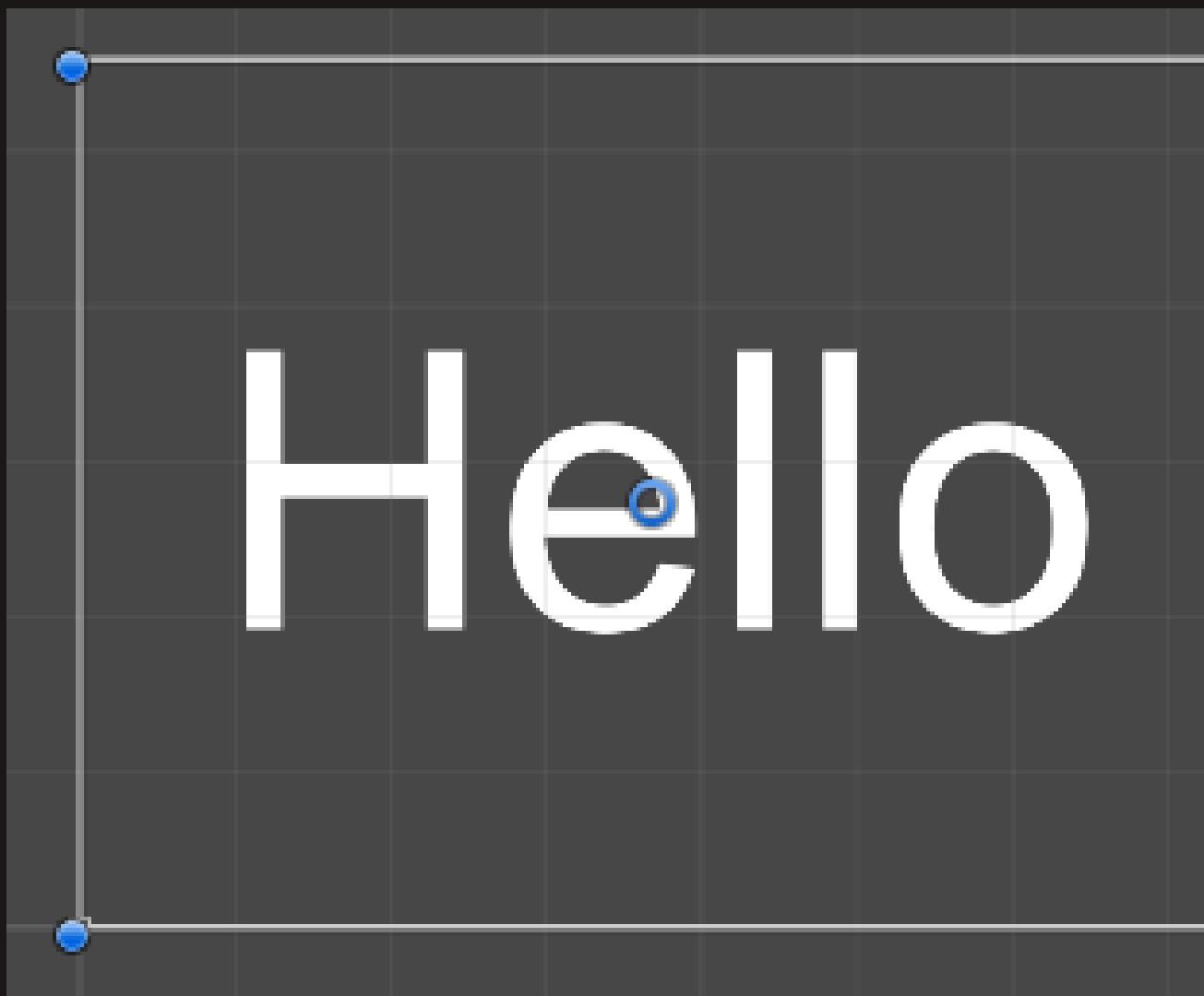
# Canva



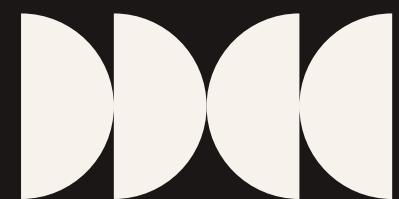
ddc



# Text



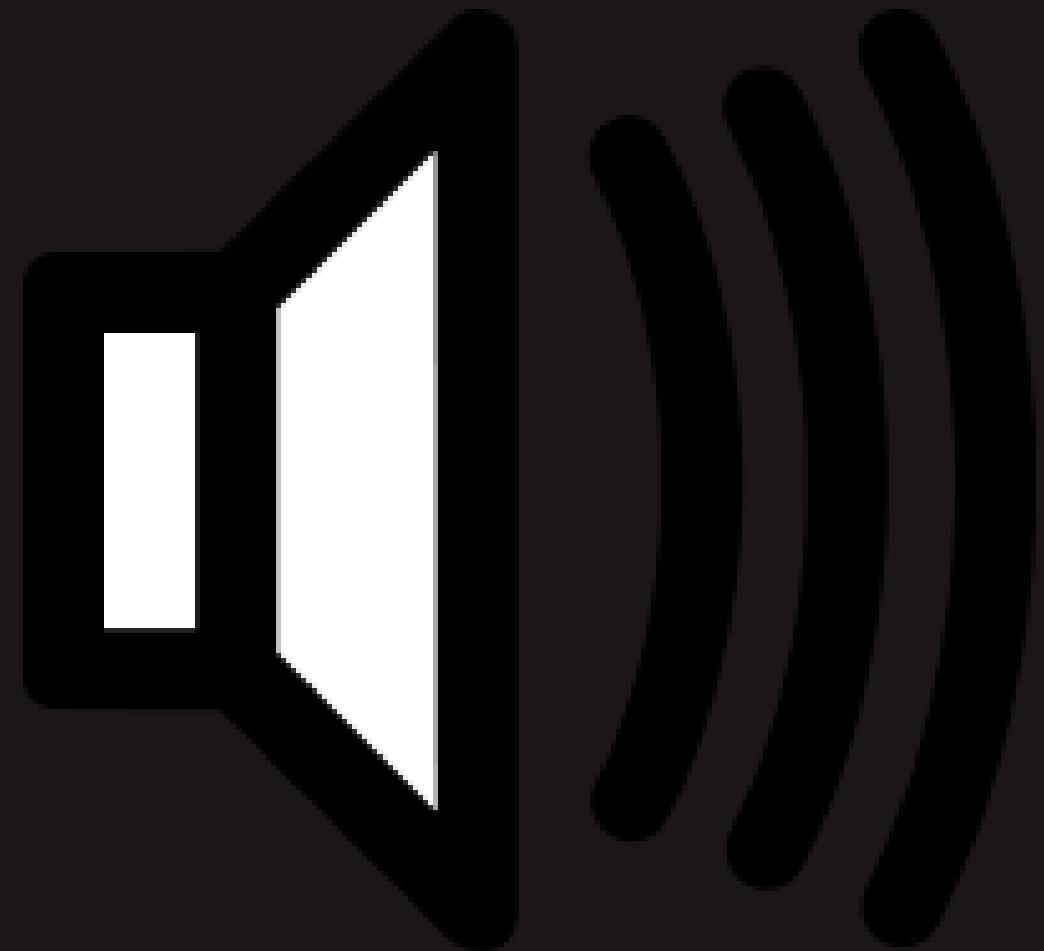
- Character**
  - Font
  - Font Style
  - Font Size
  - Line Spacing
  - Rich Text
- Paragraph**
  - Alignment
  - Align By Geometry
  - Horizontal Overflow
  - Vertical Overflow
  - Best Fit
- Color



cod



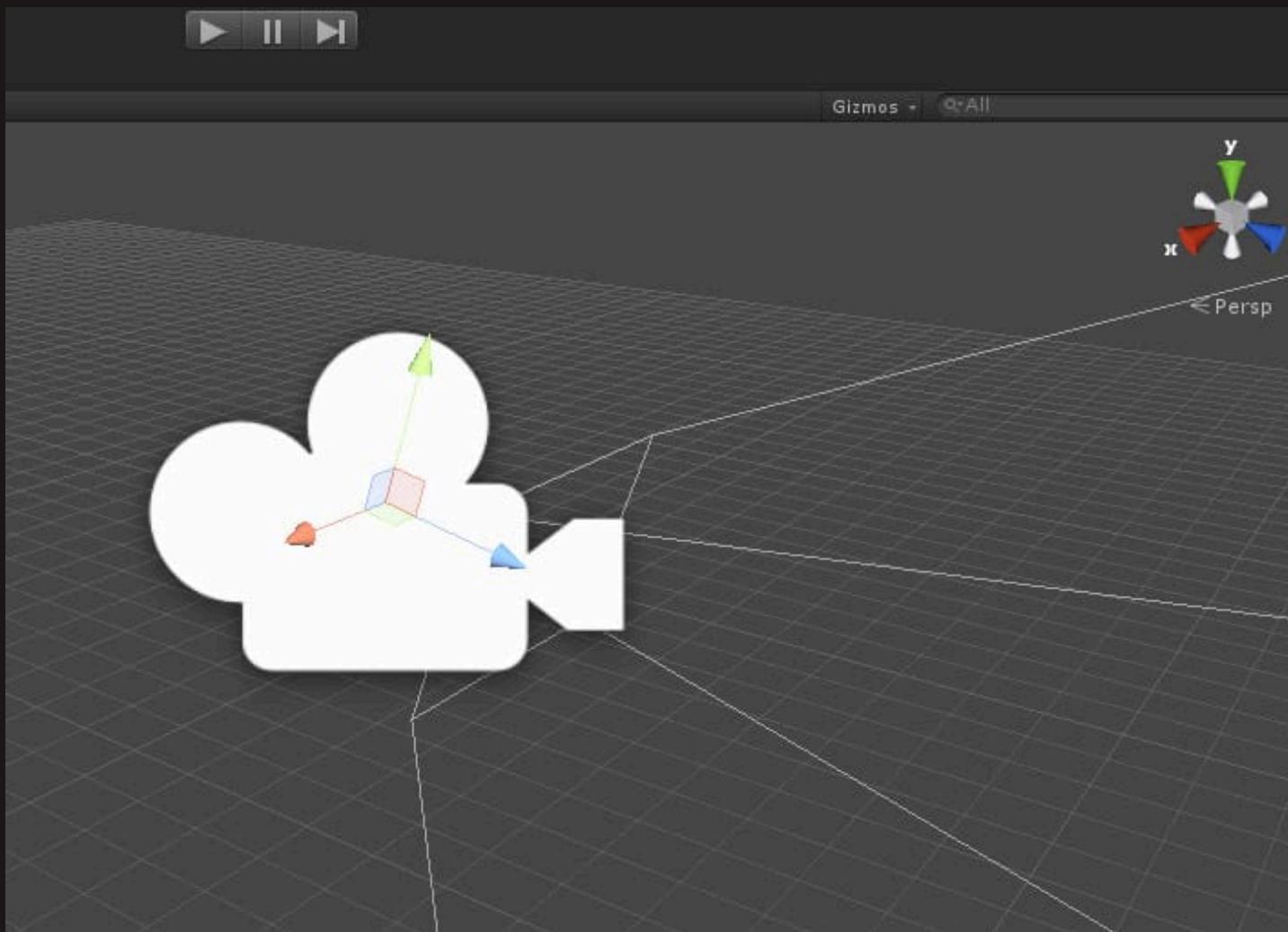
# Audio Source



ddc

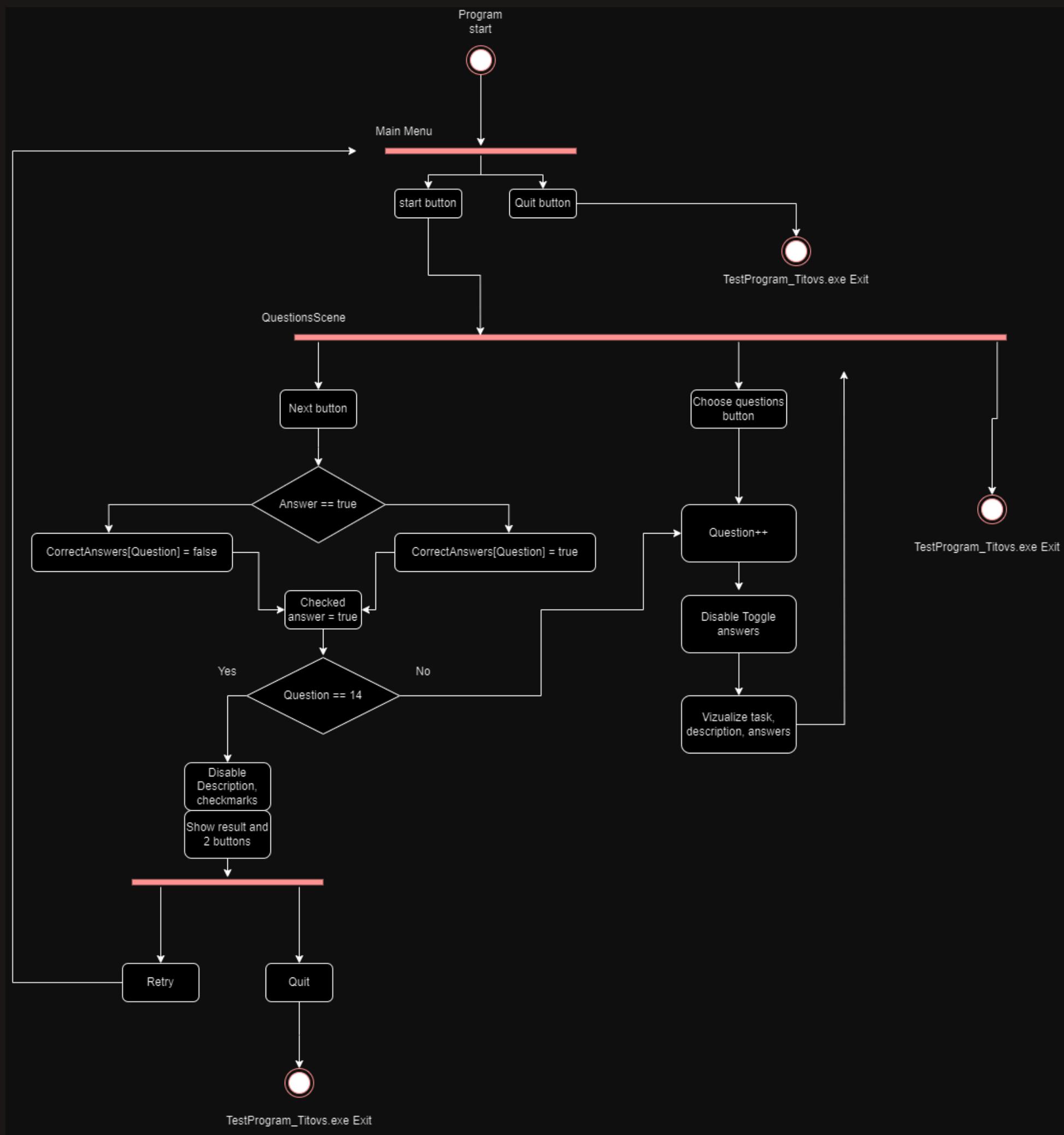
cod

# Camera

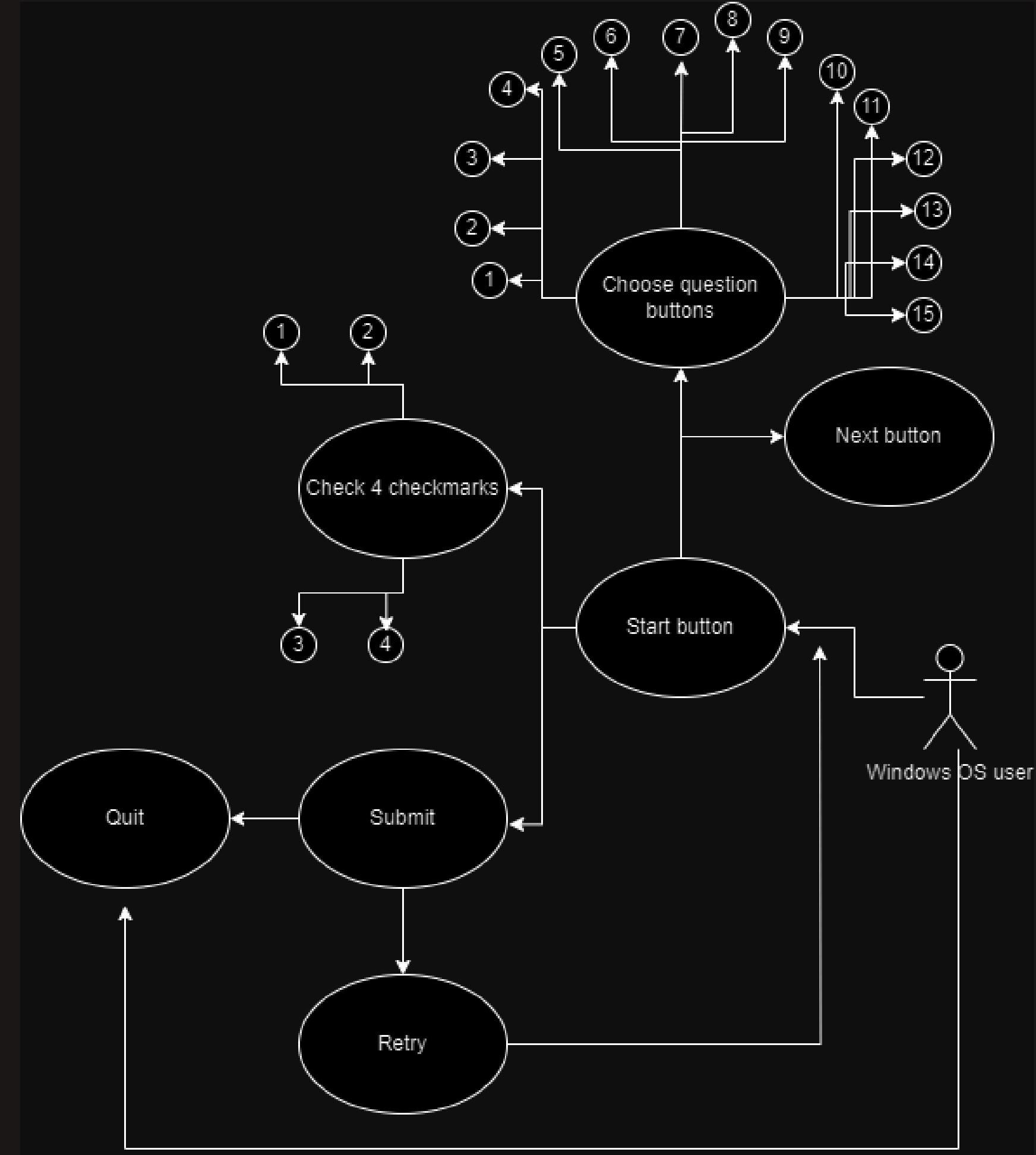


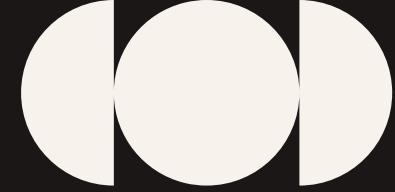
ddc

# UML



# UML

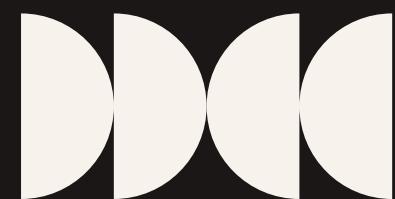


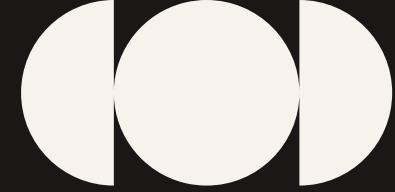


# Unity objekti koda

```
public GameObject Buttons;  
public Text Number;  
public Text QuestionDes;  
public Text Choose1;  
public Text Choose2;  
public Text Choose3;  
public Text Choose4;  
public Button Next;
```

```
Choose1.text = Question_anwers[Question,0];  
Choose2.text = Question_anwers[Question,1];  
Choose3.text = Question_anwers[Question,2];  
Choose4.text = Question_anwers[Question,3];
```

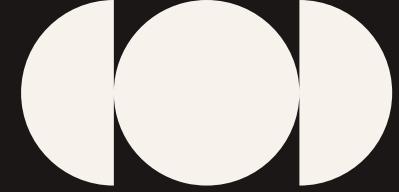




```
public Toggle toggle1;  
public Toggle toggle2;  
public Toggle toggle3;  
public Toggle toggle4;
```

```
f (toggle1.GetComponent<Toggle>().isOn  
    & toggle2.GetComponent<Toggle>().isOn  
    & toggle3.GetComponent<Toggle>().isOn  
    & toggle4.GetComponent<Toggle>().isOn);
```

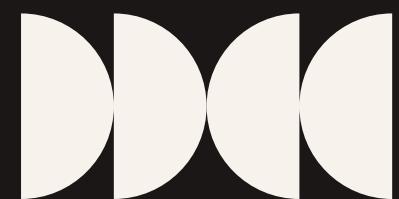




# Vispārīgie mainīgie

```
private bool[] CheckedAnswers = new bool[15];
private bool[] CorrectCheckedAnswers = new bool[15];

private int Question = 0;
private string DisplayedNumber = "1";
private string[] Question_list = { "Where do we use C#", "What year does created first C
private string[,] Question_anwers = new string[15, 4] { { "GameDev", "Drivers", "WEB", "
```



# Avoti

W3School

Stackoverflow

unity discussions

C# wiki



# Jautājumi?

