

Web Developer

- * C# Programming
- * Querying SQL Server
- * HTML, CSS, JS
- * ASP.NET

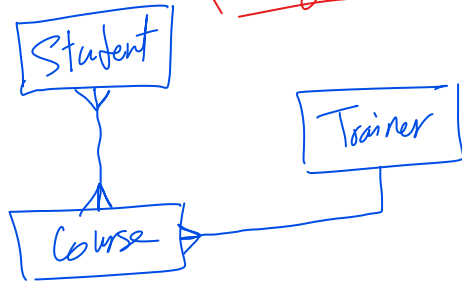
Intro to Programming Using C#

- Input/Output
- Variables/Datatypes
- Expressions/Methods
- if-stat. / switch-stat
- Loops (while, do, for)
- Arrays, List, Dict.
- Methods
- OOP

File w/R

Connect DB

GUI



Unity

- * Visual Studio
- * .Net 5/6 + VS Code

Errors:

- * Syntax
- * Runtime
- * Logic

input
Storage
Process
Output

salary → variable
7000 → byte, short, int, long
→ float, double, decimal
→ char, string

annualSalary = salary * 12

FullMark 25 mark 23

$$Pct = \frac{\text{mark}}{\text{FullMark}} * 100$$

92

Math Operators:

- ① *, /, %
- ② +, -

5/2 → 2
23/25 → 0
5.0/2 → 2.5

int x = 5;
int y = 2;
x/y → 2
(double) x/y → 2.5

7%3 → 1
11%3 → 2
10%2 → 0

2 + (3 / 3) → 2 + 1 = 3

(2 * 3) / 3 → 6 / 3 = 2

Assignment Operator

int x = 5; 5

x = 3; 3

x = x + 5; 10

x += 2; 12

x *= 3; 36

x -= 5; 7

++x; 8

chw(++x); → 27

chw(x++); → 27

chw(x--); → 28

Common Methods

Math.Pow(5, 2) → 25
Math.Sqrt(25) → 5
Math.Max(5, 2) → 5
Math.Min(5, 2) → 2
Math.Round(19.6) → 20
Math.Round(19.6666, 2) → 19.67

weight	height
68	182

$$bmi = \frac{weight}{(height/100)^2}$$

20.51...

if (bool-expr) {

 }

true
always

if (bool-expr) {

 }
 { else {

 }

true
false
always

Relational Operator

>, >=, <, <=

==, !=

int x = 5;

x == 3

false

x
5

x != 3

true

if (bool-expr) {

_____ (T)

} else if (bool-expr) {

_____ (F, T)

} else if (bool-expr) {

_____ (F, T)

}

} else {

_____ all false

}

_____ always

Full Mark	mark

$$pct = \frac{mark}{fullMark} * 100$$

> 85 Excellent
 > 75 V. Good
 > 65 Good
 >= 50 Pass
 Fail

weight	height

$$bmi = \frac{weight}{(height/100)^2}$$

< 18.5 Underweight
 < 25 Normal
 < 30 Overweight
 obese

Logical Operators

bool-expr ~~&&~~ bool-expr
||

! bool-expr

day
[]

1-5 \Rightarrow work-day
6, 7 \Rightarrow off-day
else \Rightarrow Invalid

day
[]

7, 1-4 \Rightarrow work-day
5, 6 \Rightarrow off-day
else \Rightarrow Invalid

switch(expr) {

case value1:

break;

case value2:

break;

default:

}

