# Oversigt over øvelser i Suppl-folderen

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| **Navn** | **VS Solution** | **Emner** |
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| Butik | Butik | Klasse-definition |
| ButikV2 | ButikV2 | List |
| ButikV3 | ButikV3 | Dictionary |
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| SpeedRun01-06 | SpeedRun1-6 | Grundlæggende klasse-definition, nogle gange yderligere emner (for de hurtige) |
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| DenLilleKagedyst | DenLilleKagedyst | Større repetitionsopgave, mange emner fra 1.sem |
| PowerManager | PowerManager | Større repetitionsopgave, mange emner fra 1.sem |
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| GameWorldV1 | GameWorldV1 | Brug af Factory Method design pattern |
| GameWorldV2 | GameWorldV2 | Brug af Adapter design pattern |
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| LINQShop | LINQShop | LINQ |
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| NewsAlert | NewsAlert | Events og anonyme funktioner |
| SmartRepository | SmartRepository | Lambda-udtryk, Generics, Repository design pattern |
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