

// IF NO WOLFSO LEVELS. NO SECRET EXIT

&& (W. CheckNumFcrName("map31")<0))

if (fgamemode == commercial)

remode != commercial) ! (skill == sk_nightmare II respayaparm) respawnmensters = true: (fastparm II (skill == sk_nightmare && gameskill != sk_nightmare) for (i=S SARG RUN1 i<=\$ SARG PAIN2); i++1 mobjetoIMT_BRUISERSHOTI.speed = 20°FRACUNIT mobjeroIMT_HEADSHOT].speed = 20°FRACUNIT; mobjefelMT_TROOPSHOTLspeed = 20°FRACUNIT for (i=S SARG RUN1 | i<=\$ SARG PAIN2; i++) stateshil.tips < <= 1 mobjetoIMT_BRUISERSHOTE.speed = 15 PRACUNIT mobinfolMT_HEADSHOTI.speed = 10*FRACUNIT; mobinfolMT_TROOPSHOTI.speed = 10*FRACUNIT // force players to be initialized upon first level load for (i=0 ; i<MAXPLAYERS ; i++1 playershil.playerstate = PST REBORN // will be set talse if a demo userdame = true;

S. ResumeSound ():

e messy with SPECIAL and commented parts.

= 1; // only start episode 1 on shareware

acks to make the latest edition work.

ode -- shareware l

if (skill > sk_nightmare)

(SPR_PUNG, 1, 5, (A_ReFire), S_PUNCH, 0, 0).

(SFR PISG 2.4 (NULLI S PISTOL 4.0.0). // S PISTOL 3.

SPR_SHTG.0.1 (A Lower),S SGUNDOWN,D,D), // S SGUNDOWN

(A FireShotgun218 DSGUN3,0,0),

HT2 1,7,8NULLI,S DSNR2 D.CIL

(SPR_PISE32768,7,(A_Light1),S_LIGHTDONE.D,O),

SPR SHTG.0.3 INULLES SCUNZILLOW // S SCUNT

(SPR SHTG.1.5 INULLES SGUNDED II).

// do things to

switch (

break

G Do

case o

case d

F Sta

break

Wiget comman Mand build ne ouf = tgarnetic

joyymove

= R_FlatNumForName (SKYFLATNAME)

on the current episode, and the game version.

termines the sky texture to be used

demoplayback = false viewactive = true;

gameepisode = episode garneskill = skill viewactive = true

Agenda

XML (History lesson)
JSON
REST
ASP.NET Core

REST with ASP.NET Core

What is XML?

eXtensible Markup Language

Markup language like HTML

Designed to carry data, not to display data

Tags are not predefined – You must define your

own tags

Designed to be self-descriptive

XML Does Not DO Anything

XML was created to structure, store, and transport information

How Can XML be Used?

Separates data from HTML

Simplifies data sharing

Simplifies data transport

Simplifies platform changes

Used to Create New Internet Languages

- XHTML
- WSDL for describing web services
- RSS and ATOM for news feeds

What is JSON?

JavaScript Object Notation

Lightweight text-data interchange format

Language independent (uses JavaScript syntax)

"Self-describing" and easy to understand

JSON Syntax

(subset of the JavaScript object notation syntax)

Data is in name/value pairs

Data is separated by commas

Curly braces hold objects

Square brackets hold arrays

JSON Name/Value Pairs

A name/value pair consists of a field name (in double quotes), followed by a colon, followed by a value:

"firstName" : "John"

This is simple to understand, and equals to the JavaScript statement:

firstName = "John"

JSON Data Types

Number (integer or floating point)

String (in double quotes)

Boolean (true or false)

Array (in square brackets)

Object (in curly brackets)

null

Examples

Objects

```
{ "firstName":"John" , "lastName":"Doe" }
```

Array

REST

REpresentational State Transfer

REST

Maps your CRUD actions to HTTP verbs

Action	Verb
Create	POST
Retrieve	GET
Update	PUT (PATCH)
Delete	DELETE

HTTP status codes

Code	Meaning
200	OK
201	Created
202	Accepted
204	No content
301	Moved permanently
302	Moved temporarily
400	Bad request
401	Unauthorized
403	Forbidden
404	Not found
500	Internal server error
501	Not implemented
503	Service unavailable

HTTP headers

Header Field	Description	Example
Accept	Content-Types that are acceptable for the response	text/plain, application/json, application/xml
Content-Type	The MIME type of the body of the request (POST and PUT)	application/x-www-form-urlencoded application/json
Authorization	Authentication credentials for HTTP authentication	OAuth realm="http://sp.example.test/", oauth_consumer_key="0685bd9184jfhq 22", oauth_token="ad180jjd733klru7", oauth_signature_method= "HMAC-SHA1", oauth_signature="wOJIO9A2W5mFwDgi DvZb
WWW-Authenticate	Authentication scheme	WWW-Authenticate: OAuth realm="http://sp.example.test/"

Why REST?

Simple, both conceptually and programmatically

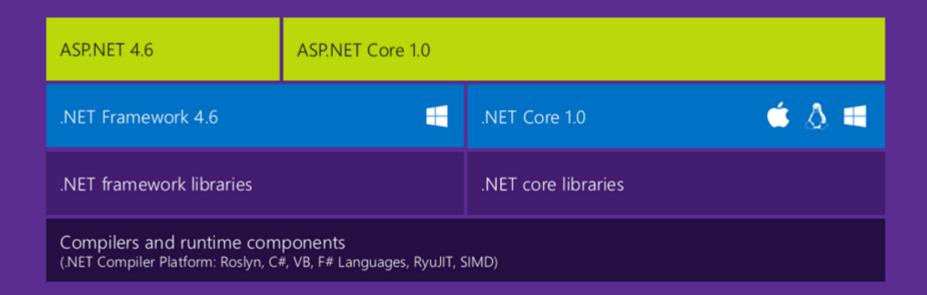
Simpler and cleaner than SOAP

REST is the new black

ASP.NET Core

http://www.asp.net

ASP.NET 4.6 and ASP.NET Core 1.0



Demo