C# Resources

Abstract

C# is a programming language that is very closely related to C and C++, however it is purely object oriented so its use style tends to be closer to Java than its C-based predecessors.

Because this is an advanced computer science class, you are expected to learn C# by yourself with little-to-no guidance from your instructor. This document exists only to point you to some basic C# tutorials to help get you started.

Keep in mind that these tutorials can get very in-depth. You are **not** required to read or learn this information. This material is provided as reference for those who want a formalized introduction to C# and Unity.

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Reminder: **You are not required to learn this material. It is solely for reference.**

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Resources

These tutorials will be focused around teaching you basic C# scripting in the Unity engine. Thus while you follow the tutorials it is recommended you create your own empty Unity scenes to practice in. You aren't expected to understand any complex Unity functionalities.

Remember, there is also a quick C# tutorial in the Creating Tasks documentation file.

Beginner's C# Video (No Unity)

> https://www.youtube.com/watch?v=IFayQioG71A

Basics of Unity Development (Video Tutorial Series)

> https://www.youtube.com/watch?v=IlKaB1etrik&list=PLPV2KyIb3jR53Jce9hP7G5xC4O9AgnOuL

Official Unity C# Quick Start Guide

> https://unity.com/how-to/learning-c-sharp-unity-beginners

Official Unity C# Beinnger's Scripting Tutorial Set

> *(You have to make a Unity account to access the tutorial. It's free.)*

> https://learn.unity.com/course/beginner-scripting

Official Unity C# API Documentation

> *https://docs.unity3d.com/ScriptReference/*