**Additional Resources**

This document contains additional resources you can explore alongside your current course. These are **not mandatory**, but I’ve curated them to help you become the best engineer you can be.

Every resource listed here is either widely used in the industry, frequently asked about in interviews, or simply essential knowledge for any serious developer. I won’t include anything irrelevant or time-wasting.

If you have any questions, feel free to contact me through any of the platforms listed on my [GitHub profile](https://github.com/deyordanov), or via my personal email. I typically respond fastest on Instagram, though replies may take some time depending on my schedule.

Happy coding 😊

1. ***C# Basics Course***

* [Additional exercises](https://alpha.judge.softuni.org/contests/by-category/pb-more-exercises/193)
* [C# data types](https://learn.microsoft.com/en-us/dotnet/csharp/language-reference/builtin-types/built-in-types)
* [Floating-point number types and their precision](https://learn.microsoft.com/en-us/dotnet/csharp/language-reference/builtin-types/floating-point-numeric-types)
* [The ternary operator](https://learn.microsoft.com/en-us/dotnet/csharp/language-reference/operators/conditional-operator) ( the same as an if-else check )
* [Exceptions](https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/exceptions/) ( run-time errors )
* [What is .Net?](https://dotnet.microsoft.com/en-us/learn/dotnet/what-is-dotnet)
* [C# Compilation Process](https://dev.to/kcrnac/net-execution-process-explained-c-1b7a) ( ***advanced*** )
* [Bits and Bytes](https://web.stanford.edu/class/cs101/bits-bytes.html) ( ***advanced*** )

1. ***Advanced ( absolutely necessary if you want to be ahead of everyone else )***

This part is for people who already have the knowledge, which is taught in the [***C# Advanced***](https://softuni.bg/modules/58/csharp-advanced/1548) module or are even further ahead in their learning journey, this is ***NOT*** for people in the ***C# Basics*** course, these are some very advanced topics. Follow SoftUni’s program until you pass C# Advanced, then you can start learning these in parallel with the rest of the courses at SoftUni.

* [Data Structures Fundamentals](https://softuni.bg/trainings/3921/data-structures-fundamentals-with-csharp-november-2022)
* [Data Structures Advanced](https://softuni.bg/trainings/4273/data-structures-advanced-with-csharp-november-2023)
* [Algorithms Fundamentals](https://softuni.bg/trainings/4175/algorithms-fundamentals-with-c-sharp-may-2023)
* [Algorithms Advanced](https://softuni.bg/trainings/4178/algorithms-advanced-with-c-sharp-july-2023)
* A [roadmap](https://roadmap.sh/datastructures-and-algorithms) for Data Structures & Algorithms
* A [website](https://leetcode.com/) for solving problems related to data structures and algorithms, absolutely critical in your preparation ( I solve problems here ***every day*** ).

**NOTE**: You should first go through ***Data Structures***, then into ***Algorithms***!

* Low Level Design [roadmap](https://medium.com/@sandeep.kumar.ece16/low-level-design-roadmap-7581688d96fa):
* System Design [roadmap](https://roadmap.sh/system-design):

The above 2 resources are absolutely 100% necessary for being an incredible engineer, we ***do not have courses for them at SoftUni***. You can either look at the roadmaps and develop your own study plan, or you can message / email me and I will provide you with the resources I have used to prepare for these.