Week 1 Day 2 Notes:

* Visual Studio IDE
  + Collaboration on mac is Git based
  + Mac is for real programmers
  + Solution Explorer 🡨 Finder
  + Team Explorer is only for Windows
* Popular Productivity Features
  + The squiggles to show where problems are
    - Visual ques don’t make you wait
    - Correct in seconds instead of running
  + IntelliSense is powerful
    - This is the light bulb thing
    - Quick Fixing
    - Can auto download and include packages
  + Code cleanup
    - Helps make it all pretty and shit
    - Saving goes auto cleanup
    - Currently only available for C# code
  + Refactoring
    - Making it look pretty
      * Makes it less complex but same behavior
      * Built in tools
  + IntelliSense
    - Lists all users and things that interact with this object at that moment and time
    - Info on Parameters
      * Comes back down to documentation
    - Quick info
      * What do you need to give it and what does it give you in return?
    - Other Info
      * Complete words
      * Icons have meanings
    - Troubleshooting
      * How to tell the difference between string literal and not
      * Automatic option is turned off, turn it on ;)
    - Search and Definition
      * Everything is searchable in VS
      * From Preferences to actual code written
      * Can even write C library stuff
* Code Editor
  + Code Snippets
    - Foreach tab tab
      * Gives you a nice foreach loop
      * This is most used in this class
    - Can have everything rewritten for you how you like it
    - Can create your own code snippets
    - Types
      * Expansion
        + Try catch statement
      * Insert
        + I want it at this point
        + Put it there
    - Way to make you a power user
      * Everyone has their own way
      * We like customizing
* Coding Standards
  + Links are there you know?
  + Just go click ‘em
  + Big differences
    - All methods in a class are PascalCase
    - Everything except user created varaibles
      * Pascalcase
    - File name does not have to match file name
      * String array of args needs not apply
      * Still have thing
    - One file and number of classes
      * But don’t do
    - Enum can be Class representation
      * This way only in this class
    - All interfaces start with I
    - Private variables start with \_
    - Comments all work the same
* C#
* .NET