

ADVENTURES IN C# - READ THIS FIRST!

This document provides links to resources that students may find useful when studying the course, *Adventures in C#*.

Visual Studio

Microsoft Visual Studio is a requirement for this course. You can download a free copy of the Community Edition here:

<https://visualstudio.microsoft.com/downloads/>

If you are new to Visual Studio and need some help, Microsoft has a site for that too!

<https://visualstudio.microsoft.com/vs/getting-started/>

C# Documentation

If you need detailed information on the C# language and .NET classes, refer to the Microsoft documentation site:

<https://docs.microsoft.com/en-us/dotnet/csharp/>

Adventure Games

If you aren't already familiar with text adventures, now's your chance to try them out. Lots of classic games are now freely available from sites dedicated to retro gaming. Here are a few essential games that you may want to play...

ZORK

Possibly the most famous game ever written. This is a trilogy from the Infocom game company in which you explore the Great Underground Empire.

<http://www.infocom-if.org/downloads/downloads.html>

COLOSSAL CAVE

Sometimes called 'The Original Adventure'. Not the most player-friendly (it is limited to two word commands) but this is where it all began, so worth getting to know.

<http://rickadams.org/adventure/>

THE GOLDEN WOMBAT OF DESTINY

The game I wrote back in the mid '80s. If I wrote it today, I'd do it all differently. Even so, this was the project that turned me from a rank amateur into a 'real' programmer. Download or play online:

<https://archive.org/details/TheGoldenWombatOfDestiny>

INTERACTIVE FICTION ARCHIVE

The archive contains more games than you'll ever have the time to play!

<https://www.ifarchive.org/>

OTHER SOFTWARE

Some of these old games were intended to run under the old DOS operating system and they may not be runnable on Windows. Unless, that is, you run them inside a DOS emulator. The free DosBox software comes to the rescue...

<https://www.dosbox.com/>

Learn More – FREE

To continue learning about adventure game programming, visit the Code With Huw YouTube channel. Here I regularly publish video lessons on all kinds of programming topics – from C to C#. I also have a whole series on the principles and practice of programming text adventures using both C# and Java.

Code With Huw on YouTube:

<https://www.youtube.com/c/CodeWithHuw>

Adventure Game Programming Course...

https://www.youtube.com/watch?v=2Lo_SE9qHH8&list=PLZHx5heVfgEvThLmdx7KySZhCrdvDLmeQ

Programming Books

Did you know I have written a whole series of programming books on languages ranging from Ruby to Object Pascal. I also have a book on C# programming and two books about writing adventure games, Find them here:

<https://www.amazon.com/dp/B08MWRFRK5>

The Little Book Of C#

If you want an in-depth guide to C# programming, you might be interested in my book, **The Little Book Of C#** which is available as a paperback or for Kindle from [Amazon \(US\)](#), [Amazon \(UK\)](#) and worldwide (ISBN: 978-1-913132-06-4).



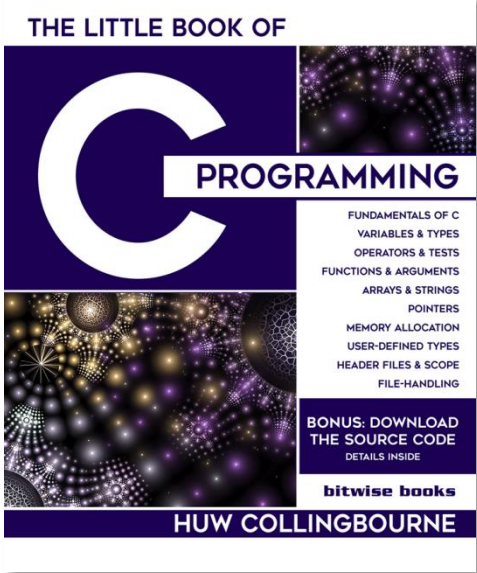
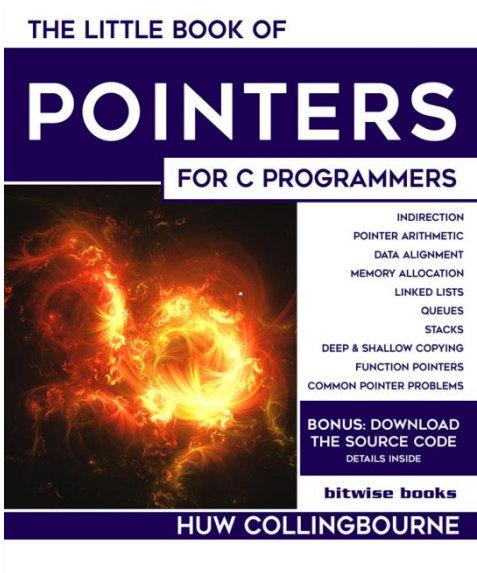
The Little Book Of C#

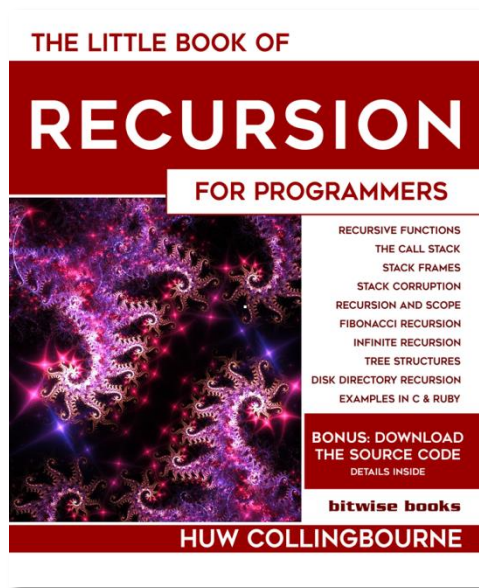
- Fundamentals of C#
- Object Orientation
- Static Classes and Methods
- Variables, Types, Constants
- Operators & Tests
- Methods & Arguments
- Arrays & Strings
- Loops & Conditions
- Files & Directories
- structs & enums
- Overloaded and overridden methods
- Exception-handling
- Lists & Generics

Bonus: Download the source code

More Little Programming Books

More programming books written by Huw Collingbourne (the author of this course) are available from Bitwise Books. To keep up to date with available titles, go to the Bitwise Books web site: <http://www.bitwisebooks.com>

	<h3>The Little Book Of C</h3> <ul style="list-style-type: none">• Fundamentals of C• Variables, Types, Constants• Operators and Tests• Loops and breaks• Functions and Arguments• Arrays and Strings• Pointers• Memory Allocation• User-defined Types• Header Files• Scope• File-handling <p>Bonus: Download the source code</p>
	<h3>The Little Book Of Pointers</h3> <ul style="list-style-type: none">• Multiple Indirection• Pointer arithmetic• Pointers to structs• Data Alignment• Arrays, Strings & Addresses• Memory Allocation• Linked Lists (single/double)• List insertion/deletion• Stacks• Queues• Function Pointers• Deep & Shallow Copies• Common Pointer Problems <p>Bonus: Download the source code</p>



The Little Book Of Recursion

- Recursive Functions
- The Call Stack
- Stack Frames
- Stack Corruption
- Recursion and Scope
- Fibonacci Recursion
- Infinite Recursion
- Navigating Tree Structures
- Recursing class hierarchies
- Disk Directory Recursion
- Examples in C, Ruby, C#
- Applies to all mainstream languages

Bonus: Download the source code

Best wishes

Huw

(Bitwise Courses instructor)