Programming Basics for Absolute Beginners by Nathan Clark Notes:

* Interfaces (pg.26)
* Why doesn’t this need to be parsed (pg.31) --- may be an error
* Ch.6 (start on pg. 43) covers ways to write C# and has a good rundown of useful features in visual studio
  + What is “Peek to Definition”? (pg. 43)
  + What is “Code Lens”? (pg. 43)
  + What are the “comprehensive profiling tools” mentioned on pg. 44?
    - Some are giving you performance reports that include CPU, GPU, and memory usage, as well as UI responsiveness and network utilization
  + How do we implement “User Interface Testing” automation as mentioned on pg.44?
  + What is “Code Coverage Analysis? (pg.45)
    - In the book it states this “helps you visualize how each line of code is performing as the application is executing
* Data types are on pg.53-55
* Typecasting is on pg.71 – casting a particular data type to another…such as converting from int to long
* Escape sequences are on pgs. 93-94
* What are bitwise operators? (pg. 111)
* What is the ?? used for in nullable types? – it seems to be used as just one “?” in the example on pg. 122
* Greg likes this book because it just gives the basic, basic information which is good for a boot camp like this – also these books will introduce us to basic programming concepts and C# programming that we will not cover in class so that we know they exist