**Exploration 4**

**Objective:** To find a web application developer job posting on glassdoor.com and research the requirements that have not been touched on in class.

**Career:**

Position: Web Developer

Company: Utah Retirement Systems located

Location: Salt Lake City, UT

Links:

\* Glassdoor: <https://www.glassdoor.com/Job/jobs.htm?suggestCount=0&suggestChosen=false&clickSource=searchBtn&typedKeyword=web+developer&sc.keyword=web+developer&locT=&locId=&jobType>=

\* Official Site: <https://careers-urs.icims.com/jobs/2481/web-developer/job?mobile=false&needsRedirect=false>

**Requirements:**

Must have a working knowledge of web authoring tools and languages such as:

\* .NET framework

\* C#

\* ASP.NET (4+)

\* Linq

\* SQL

\* JQuery

\* HTML

\* XML

\* JavaScript

\* MS MVC (3+)

\* Razor

**What did I not know?**

After reading through the requirements, I realized that I am unfamiliar with:

\* .NET framework

\* ASP.NET (4+)

\* LINQ

And while I have heard of C#, I have never used it before. Therefore, I decided to play around with C# first.

**Background of unfamiliar language (links included):**

**.NET framework:**

\* .NET Framework is a software framework developed by Microsoft that runs primarily on Microsoft Windows. It is an API with a main language being C#.

\* Link: <https://en.wikipedia.org/wiki/.NET_Framework>

**ASP.NET:**

\* ASP.NET is an open source web framework for building modern web applications and services with .NET. ASP.NET creates websites based on HTML, CSS, and JavaScript.

\* Link: <https://www.asp.net/>

\* Note: <https://www.asp.net/learn> has a lot of games you can try to begin learning any of these languages listed.

**LINQ:**

\* LINQ stands for Language Integrated Query. It is a Microsoft .NET Framework component that adds native data querying capabilities to .NET languages. LINQ extends the language (C#) by adding query expressions.

\* Link: <https://en.wikipedia.org/wiki/Language_Integrated_Query>

**Due to there being many languages that are unfamiliar to me, I decided to dabble with C#, since that is the language it is mainly focused around.**

**Playing with C#**

I am very fortunate enough to have a friend that has programmed in C# before. He suggested that I download the Unity IDE (https://unity3d.com) and from there explore with game objects as well as learn C# (because coding isn't fun unless you get to play with weird objects).

After doing a couple of tutorials learning how Unity works, I developed a tiny program that allows you to move a cube back and forth on a plane. You are also allowed to change the colors of the cube (in my example only to green and red). Here is the code:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class NewBehaviourScript : MonoBehaviour {

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (Input.GetKeyDown(KeyCode.C)){

gameObject.GetComponent<Renderer>().material.color = Color.red;

}

if (Input.GetKeyDown(KeyCode.R)){

//gameObject.GetComponent<Renderer>().material.color = Color.red;

gameObject.GetComponent<Rigidbody>().AddForce(2, 3, 0, ForceMode.Impulse);

}

if (Input.GetKeyDown(KeyCode.L)){

//gameObject.GetComponent<Renderer>().material.color = Color.red;

gameObject.GetComponent<Rigidbody>().AddForce(-2, 3, 0, ForceMode.Impulse);

}

if (Input.GetKeyDown(KeyCode.G)){

gameObject.GetComponent<Renderer>().material.color = Color.green;

}

}

}

All this does is move a box left of right (L, R), and turns the box red of green (C, G). This is something a little more different than your typical "Hello World!" but it was nice to play around it.

**NOTE: Screenshots In Screenshots Folder**

**Conclusion:**

C# is a very powerful backend language that I wish I had more time to learn, and maybe with winter break coming up I might play around with Unity a little bit more! It's fascinating seeing what you can do with just one language.