***Day-By-Day Update***

📅 **18-Aug-2025**

* Learned **Generics** → reusable classes & methods with type safety.
* **Constraints** → restrict type parameters (e.g., where T : class).
* Types of constraints → class, struct, base class, interface, new().
* **Delegates** → reference to methods.
* **Events** → built on delegates, used for notifications.
* **LINQ** → query collections with simple syntax.

📅 **19-Aug-2025**

* **Extension Methods** → add new methods to existing types without modifying code.
* **Nullable Reference Types** → avoid NullReferenceException with compiler checks.
* **Asynchronous Programming** → async/await for non-blocking code.
* **Threading** → run multiple tasks in parallel.
* **lock statement** → simple thread synchronization.
* **Monitor** → advanced locking with wait/pulse.
* **SemaphoreSlim** → limit number of concurrent threads.
* **ReaderWriterLockSlim** → multiple readers, single writer access.

📅 **20-Aug-2025**

* Learned **Span** → efficient memory slicing without copying.
* Learned **Memory** → similar to Span but supports async + heap.
* Unity Work → implemented **Tap-to-Place model** using **AR Mobile project**, **AR Session**, and **XR Plugins**.

📅 **21-Aug-2025**

* Unity Work → worked on **Tap-to-Place** functionality.
* Learned about **Convai website**, created a character for **ARM (Autonomous Robotic Manipulation)**.

📅 **22-Aug-2025**

* Learned **C# keywords** → Modifier, Access Modifiers, Namespace, Statement, Method Parameter, Operator, Access (base, this), Type, and LINQ Query keywords.
* Studied **Class & Objects**, **Auto-implemented Properties (get; set;)**, **Methods**, **Constructors**, and creating **Objects of a class**.

📅 **23-Aug-2025**

* Learned C# basics → variables, var, value/reference types, conversions, numbers, strings.
* Created Unity project, added Convai SDK + Ready Player Me avatar, tested tap-to-place and voice → working.
* Next: add movement, animations, lip-sync, and test on Android.

📅 **24-Aug-2025**

📅 **28-Aug-2025**

* Worked with **Convai character** and tested **placement in AR**.
* Tested **Convai character placement in AR**.
* Searched for **similar web applications like Convai**.