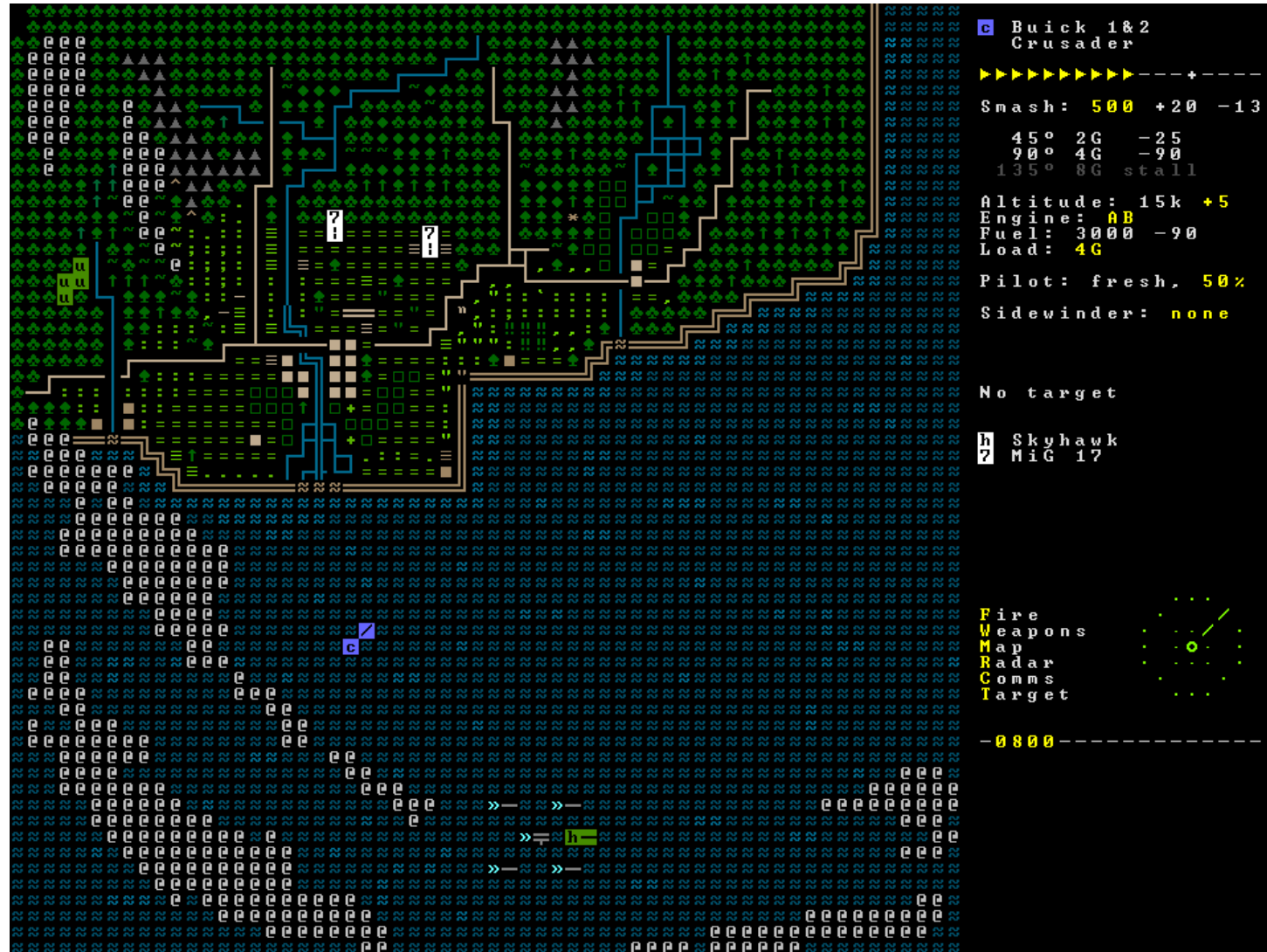


4. Unicode tonen

H3: Tekst gebruiken in code



Unicode tonen



Unicode tonen: 2,5 manieren

Bovenaan plaatsen: `Console.OutputEncoding = System.Text.Encoding.UTF8;`

Dan:

- Manier 1: copy paste karakter in VS:

```
Console.WriteLine("𐀀");
```

- Manier 2: gebruik hexadecimale code (opzoeken [hier in unicode tabel](#)):

```
char blokje = (char)0x02e7;  
Console.WriteLine(blokje);
```

- Manier 2b: sneller met \u

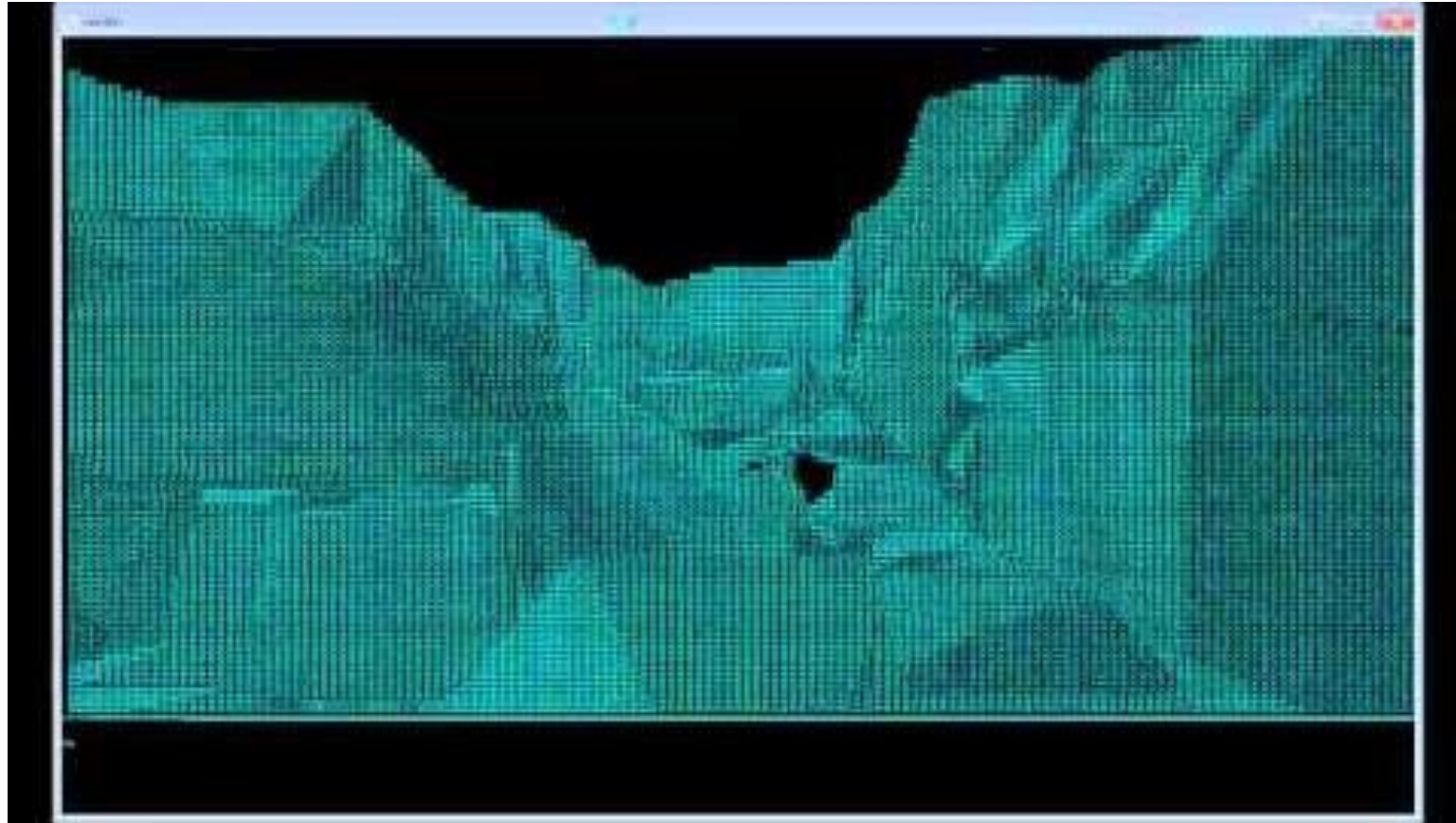
```
Console.WriteLine("\u02e7");
```

ASCII ART

- Genereert art via online tool, dan copy paste naar VS als volgt:
 - (@ niet vergeten, anders moet je alle “\” escapen)

```
string myname=@"  
-----  
 \_      _/_\      \  
  |      |      |      \  
  |      |      |      \  
  |      |      |      \  
  |_____|      /_____| /  
                               \ /";  
  
Console.WriteLine(myname);
```

3D ascii engine?!



- <https://github.com/interl0per/Console-Graphics>

Demo time

- Unicode art
- Unicode inkleuren

