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Namespace collision: import aModule as alias

ISSAC HAN 17 July, 2024 1:47 AM

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I have name space collision with System.Image and System.Drawing.Image.

I want to aliasing one module using as command like python. Could someone help me with it?

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Namespace collision: import aModule as alias

YUPENG WEN 17 July, 2024 9:32 AM

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you can declare the specific type when you assign the variable, for instance:

```
System.Drawing.Image img=new System.Drawing.Image();
```

then the program can identify which image class you want to use;

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What is string[] args for?

HENDRI GUNAWAN 16 July, 2024 10:23 PM

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Hi Dr. Bahador,

What is the difference between public static void Main () & public static void Main(string[] args) ?

Thank you.

Regards,

Hendri

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What is string[] args for?

YUPENG WEN 17 July, 2024 9:30 AM

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supplement:

public static void Main (){} : this represents a normal static method

public static void Main(string[] args){} : this represents a special static method which compiler will identify as the entry of the class.

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Sharing My video

ISSAC HAN 14 July, 2024 4:53 AM

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Attachments:

[video \(1\).webm](#) (2.73 MB)

Made Mario Jump.

1. Could not figure out how to resize images.
2. Could not submit a video ontrack. If there is anyone could submit a video, please let met know.

<https://youtu.be/gvEL71KXcQ0>

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Google Translate

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snipaste tool

YUPENG WEN 14 July, 2024 10:05 AM

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

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snipaste tool

YUPENG WEN 17 July, 2024 9:34 AM

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Recursive calls F1

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Sharing Your Drawings.

ISSAC HAN 13 July, 2024 11:26 PM

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Attachments:

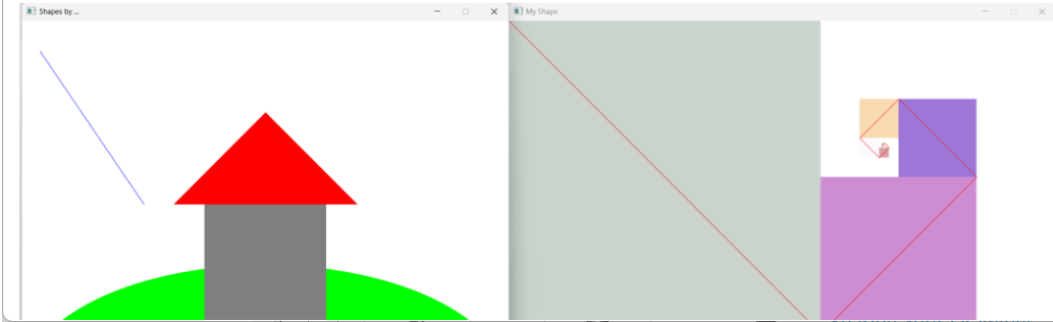
- image.png (92.74 KB)

Screenshot 2024-07-13 221101.png (55.5 KB)

Screenshot 2024-07-13 221101.png (55.5 KB)

Screenshot 2024-07-13 222357.png (92.73 KB)

I wanted to create a golden spiral but realized that it may require a function that converts a floating value into nearby integer that I don't know how to. Is anyone able to make the image? How can one make the curve instead of a line?



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an example for drawing the board



YUPENG WEN 14 July, 2024 2:45 PM

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Attachments:

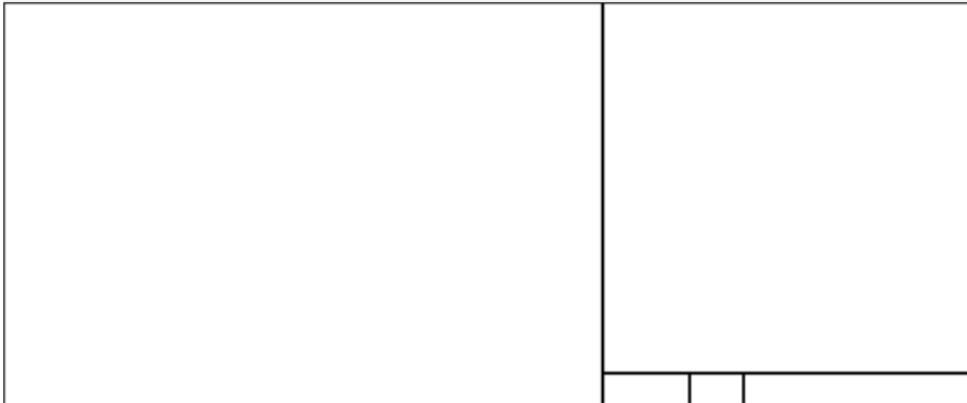
[image.png](#) (15.3 KB)

[image.png](#) (27.49 KB)

[image.png](#) (14.49 KB)

[ProgramTest.cs](#) (2.82 KB)

sources from webcomic, edited by 224212855



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Distinguishing User Keyboard Input: Key stroke, Key Pressing, Simultaneously pressing



ISSAC HAN 22 July, 2024 12:43 AM

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In FPS game, one would distinguish moves between simple keystroke, simultaneous key strokes, key down pressing, and multiple key pressing.

I am wondering if someone knows how to distinguish such user inputs with c# while making the player class in credit task.

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Distinguishing User Keyboard Input: Key stroke, Key Pressing, Simultaneously pressing



YUPENG WEN 24 July, 2024 3:53 PM

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the example use:

<https://d2l.deakin.edu.au/d2l/le/content/1423432/viewContent/7494261/View>

tips: When we use the keyboard and mouse, all our actions will be created as events and sent to the computer. You can query the computer event triggering mechanism to learn more.

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