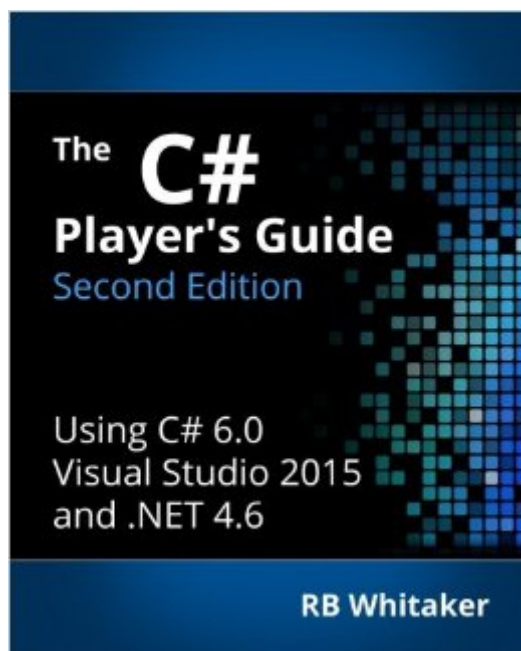The book was found

The C# Player's Guide (2nd Edition)

Synopsis

The C# Player's Guide (2nd Edition) is the ultimate guide for people starting out with C#, whether you are new to programming, or an experienced vet. This guide takes you from your journey's beginning, through the most challenging parts of programming in C#, and does so in a way that is casual, informative, and fun. This version of the book is updated for C# 6.0, .NET 4.6, and Visual Studio 2015 Get off the ground quickly, with a gentle introduction to C#, Visual Studio, and a step-by-step walkthrough and explanation of how to make your first C# program. Learn the fundamentals of procedural programming, including variables, math operations, decision making, looping, methods, and an in-depth look at the C# type system. Delve into object-oriented programming, from start to finish, including inheritance, polymorphism, interfaces, and generics. Explore some of the most useful advanced features of C#, and take on some of the most common tasks that a programmer will tackle. Learn to control the tools and tricks of programming in C#, including the .NET framework, dealing with compiler errors, and hunting down bugs in your program. Master the needed skills by taking on a large collection of Try It Out! challenges, to ensure that you've learned the things you need to. With this guide, you'll soon be off to save the world (or take over it) with your own awesome C# programs!

Book Information

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Customer Reviews

This is a book about the C# language and its uses rather than a game development book. And it's a bloody good one. I start making this statement in order to avoid confusion, as at the end of the day, it's called "Player's guide".The reason why, is because it sort of points you in the right direction about the uses of the different functions and resources of the language when it comes to writing

games. But then again, what this book will provide you is a solid understanding of the C# language, not only the basics, but pretty much everything you need to write thorough, elegant code as you make your first games.About the author, RB Whitaker is the author of an acclaimed series of free XNA tutorials, that I personally consider one of the most well thought out I've found on the internet. I've used them a lot, and at first I bought the book partially by curiosity, partially by grattitude for his tremendous work in instructing people on the use of XNA and C# as a game development tool.I couldn't regret it less. To be entirely honest, and after reading it from cover to cover, I have to say it's the best "condensed" and "readable" C# book I have in my programming library. I sometimes even use it instead of "Pro C# 5.0 and the .Net 4.5 Framework", to make some consultations.Again, congratulations to the author, and I fully recommend this book to any beginner or intermediate level C# programmer. I'm sure you will get knowledge out of it.

I started XNA programming a few years back and found RB's website and his tutorials over a year ago. He has some of the best C# and XNA free tutorials out there. I would recommend checking them out.When I heard he was writing a book, I was really excited because his tutorials are great. I was surprised, the book was even better than I expected.Before getting into the book, let me describe my background with C#. I've been programming longer than I care to remember in C++, Assembler, VB, and even doing some light professional programming in C#. So, I'm not exactly new to C# or programming. Still, I never actually learned C#. I had been doing VB for years and switched over to VB.Net when it came out. Between that and knowing C++, I woke up one morning and realized that I already knew C# and just started programming. Because of that, there have been some gaps in my C# knowledge.I actually wanted to be the first one to review this book because I was so excited about it. I immediately bought it and started reading. This book is less "dry" reading than most programming books, but its still a programming book. It had been so long since I had sat down and read a programming book cover to cover that I had forgotten how much work it can be trying to read a technical tome. But again, I would say this book was as easy as any other programming book I've ever read to get through.I made it about 2/3rds of the way through the book, even learning a few things in spite of having been programming in C# for a few years semi-professionally. And then Microsoft abandoned XNA and I pretty much lost all interest in C# and Microsoft in general. It was actually Microsoft's decision on XNA that was mostly responsible for me never completely finishing the book and ultimately not writing the review.But anyway, it was such a good book that I decided I should go ahead and write the review based on reading about 2/3rds of the way through it, as someone who knew C# fairly well before reading the book. That makes it a

little difficult for me to take the perspective of an absolute beginner, but it appears to me that this book would be perfect for beginners as well.Basically, this is by far the best C# book I've read. It doesn't cover XNA at all, but if you wanted to do XNA (even though Microsoft no longer supports it) through Mono or something, I would strongly recommend reading this book first. The book is written in an understandable way so that even an absolute beginner can start with this book. And yet at the same time, it takes you through the intermediate level of C# programming all the way to the door of advanced C# programming (to go much further than this book takes you, you would have to get into the internals of Windows or Assembly language or something along those lines).Even though the title suggests a game, this book is not about game programming (or any specific type of programming); its about learning C#. And it does not disappoint. I would recommend it for anyone from a teenager wanting to start learning programming on their own, to IT professionals that think they might have a few gaps in their knowledge. It pretty much covers everything.And RB has a gift for teaching. He's able to take advanced concepts and make them accessible to anyone. I think that's probably the reason to buy this book over any other C# book on the market. I own a few C# books, and this one is certainly my favorite.So, to sum it up. I would highly recommend this book to anyone wanting to learn, or get better at C# programming.

I have worked (and taught) many programming languages, from early Fortran and COBOL to LISP, T/SQL, and PL/SQL. My C programming skills were pretty rusty and I hadn't done any serious C# (or C++) programming in years, so I was looking for a book that would (inexpensively) cover the key parts of the language.This is a very good book for someone who has at least some background in software development/software engineering.The author introduces concepts and coding structures very effectively, in the context of developing a computer game framework.The exercises are useful and well-designed to teach the concepts and structures, and the pace of the book is very well done.The only area that I found to be a bit weak was in discussing Classes versus Structures - I would have preferred a bit more conceptual work here, with more examples.For complete programming "newbies", I would recommend starting with a simpler programming language, such as VisualBasic or Python. For someone with at least some background in programming, this is an excellent way to get started in C#.

Sesame Street Music Player/40th Anniversary Collector's Edition (Music Player Storybook) Neymar: The Path to Becoming the Best Soccer Player in the World: Easy to read with great graphic illustrations. All you need to know about the next greatest soccer player / footballer in the World.

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