Mindluster Platform

About the course Unity C Fundamentals

C# definitely is among the easier to learn object-oriented languages, I recon (I guess they are all pretty similar). What I can recommend and am doing at the moment, is to pick a tutorial on the unity side and do it, then add different things you would like to this already existing game.

Programming Category's Courses

Course Lesson(21)

Lesson 1 : **Unity C Fundamentals Declaring Variables and Methods**

Lesson 2 : **Unity C Fundamentals Logical Expressions and Operators**

Lesson 3 : **Unity C Fundamentals For Loops While Loops and ForEach Loops**

Lesson 4 : **Unity C Fundamentals Classes Inheritance Polymorphism and Composition**

Lesson 5 : **Unity C Fundamentals Delegates Lambdas and LINQ**

Lesson 6 : **Unity C Fundamentals Collections Arrays Lists IEnumerables and Dictionaries**

Lesson 7 : **Unity C Fundamentals Static Classes Versus Non Static Classes**

Lesson 8 : **Unity C Fundamentals Enums and using them for logical comparisons Part 1**

Lesson 9 : **Unity C Fundamentals Properties versus methods in C**

Lesson 10 : **Unity C Fundamentals Cool and Lazy C features**

Lesson 11 : **Unity C Fundamentals Enums and using them for logical comparisons Part 2**

Lesson 12 : **Unity C Fundamentals Single Multi Line comments and regions in C**

Lesson 13 : **Unity C Fundamentals Interfaces and why C interfaces are so powerful**

Lesson 14 :
Unity C Fundamentals String manipulation by concatenation string interpolation string builder

Lesson 15 :
Unity C Fundamentals Default Values Nullable Types Coalesce and nullable conditional operator

Lesson 16 :
Unity C Fundamentals GameObject Methods Find FindGameObjectsWithTag FindObjectOfType more

Lesson 17 :
Unity3d Trigonometry Fundamentals Circles with Mathf Sine and Mathf Cos Sine and Cosine

Lesson 18 :
Unity3d VSCode and C 7 Tuples Creating Tuples through Tuple Create and by Projection with Unity

Lesson 19 : **Unity Events With Multiple Argument Types**

Lesson 20 : **Unity C Fundamentals What is a Stack and How to use it in C with Unity3d**

Lesson 21 : **Unity C Fundamentals What is a Queue and How to use it in C with Unity3d**

Related courses

React Projects Workshops

Node js back end JavaScript

Python programming language

Social Network Theme UI With Sass

Full Stack React Django

Build a Node js App With Sequelize



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