



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

*RB Whitaker*

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

**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!

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