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C# Game Programming: For Serious Game
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C# Game Programming: For Serious Game Creation - Completed posted in Calculemus's Journal. Published August 24, 2011. Finished my first sprite shooter. I will keep working on it for a while. I won't create the art, I will use sprites from other games. I am more interested in programming, so that is what I will focus on.

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No doubts about it, my advice is C/C++ if you want to become a programmer for a big team. And also you can keep studying C#. For game programming you have two great libraries among others, DirectX an OpenGL. XNA is a good framework and it's community is growing. Take a look in their FAQ to know it better: XNA Frequently Asked Questions

XNA vs. C++ for serious game programming - For Beginners ...
Built-in Function in the C++ Programming "Built-in Functions" are also known as library functions. We need not to declare and define these functions as they are already written in the C++ libraries such as iostream, cmath etc. C Insert an Element in a

Specified Position C Program inserts an element in a specified position in a given array.

C++ | Games Code Examples
Written for experienced programmers, C# Game Programming: For Serious Game Creation shows game programmers how to create games using the C# language and OpenGL. Using the latest features of C# and clean, object oriented code, readers will be taken step-by-step through the creation of two games.

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