

Learn Vb Net Through Game Programming

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Learn VB.NET Through Game Programming by Matt Tagliaferri is an interesting approach to teaching and learning VB.NET. The book starts out by assuming that the learner is a novice. The author takes the approach that people learn through doing things and explains that every time you program you will at the end know you could have done the job a better and different way.

DevCity.NET :: Learn VB.NET Through Game Programming

This repository accompanies Learn VB .NET Through Game Programming by Matthew Tagliaferri (Apress, 2003). Download the files as a zip using the green button, or clone the repository to your machine using Git.

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If you want to learn .NET its not so good. I use and enjoy VB.NET and thought this would be a good way to learn game programming. It does a pretty good job of introducing that. It would be better if it had some exercises for you to try on your own, rather than just copying the book programs, thats the only way to learn something is to do it ...

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Visual Basic .NET (VB.NET) is a multi-paradigm, object-oriented programming language, implemented on the .NET Framework. Microsoft launched VB.NET in 2002 as the successor to its original Visual Basic

VB.NET Tutorial: Learn VB.Net programming

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