

朝陽科技大學
110學年度第2學期教學大綱

當期課號	2451	中文科名	程式設計(一)
授課教師	陳晉祺	開課單位	資訊管理系
學分數	3	修課時數	3
		開課班級	日間部四年制1年級 D班
修習別	專業必修		
類別	英語授課		

本課程培養學生下列知識：

This course is an introduction to C#. # is a symbol for 'sharp', and it is an type-safe object-oriented language that enables developers to build a variety of secure and robust applications. C# can also be a powerful tool to make online applications and websites. It runs on the .NET Framework and examples of its application include Windows client applications, XML Web services, distributed components, client-server applications, database applications, etc... More information can be found here [https://en.wikipedia.org/wiki/C_Sharp_\(programming_language\)](https://en.wikipedia.org/wiki/C_Sharp_(programming_language)). With programming languages, many overlapping concepts exist between other programming languages, mastering C# sets a strong foundation that may help you comprehend other programming languages with ease.

1. Make students have basic skills in programming.
2. Make students understand the C # (C-Sharp) environment.
3. Make students understand syntax, comments and variables.
4. Make students understand constructors, access modifiers, properties and inheritance.

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每週授課主題

- 第01週：Intro to Game Development Programming
- 第02週：Unity Intro
- 第03週：Unity IDE
- 第04週：Unity Variable and Functions
- 第05週：Unity Assets
- 第06週：Unity Game World
- 第07週：Unity Programming 1
- 第08週：Unity Programming 2
- 第09週：Client Server Programming 1
- 第10週：Client Server Programming 2
- 第11週：Testing and Debugging
- 第12週：Development and Production
- 第13週：Packaging to PC, iOS and Mobile
- 第14週：Presentation Preparation
- 第15週：Presentation 1
- 第16週：Presentation 2
- 第17週：Midterm and Test
- 第18週：Final Test

成績及評量方式

- Midterm：30%
- Assignments：20%
- Game：40%
- Attendance：10%

證照、國家考試及競賽關係

本課程無證照、國家考試及競賽資料。

主要教材

- 1.(自製教材)

參考資料

本課程無參考資料!

建議先修課程

本課程無建議先修課程

教師資料

教師網頁：<https://christopherchan.ca>

E-Mail：christopherckchan@cyut.edu.tw

Office Hour：

星期一,第5~6節,地點:M-208.1;

星期三,第5~6節,地點:M-208.1;

分機:7857

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