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Why should you choose CSharp? What makes C# special? C# combines the power of dynamic languages with a rich static type system. While the syntax of C# is quite similar to that of Java, its type system is much richer and allows developers to model complex systems much more easily. C# does support parallel programming, as well as Garbage Collector. All these features make C# a perfect choice for developing applications that require great speed. C# supports modules (.Net), a package manager and Roslyn, an advanced compiler engine that checks the coding standards and provides feedback (semantic analyses) to the developer. C# is a language of choice for Windows, Android, Mono and cloud platforms.

Advantages of C#

- Compatible with several other languages and frameworks
- The syntax of C# is very similar to Java
- A rich type system and code-inspection tools
- Modular approach of a language
- Flexible class design
- Tailor-made speed
- Parallel and GC features

Java Vs C# Architecture Comparison

Java Vs C# Architecture

The choice between a different language can be a tough one to make. After all, learning a new language comes with no added value. I personally would recommend to learn C# because: C# has been around for a while, and hence is a well established programming language. As we will discuss in the next chapter, “Syntax”, as a newer programming language, C# has some syntactic differences with Java. But thanks to the C# team, there is a clear effort to bring this to a end as well. C# is also a multi-paradigm language

A: Si lo que quieres es pasar al terminar alguna tecla... buscalo en la carpeta de texto (TextFX en este caso) y busca el archivo compilado que se llama "Psuedo-Keymap.c" entre la llamada "Quit" y "Run". En este segundo archivo agregas la linea: `if (key == VK_ESCAPE) key = 0;` Donde key es un valor que te vas a validar en el buffer y VK es el valor correspondiente. Entonces solo tendrías que leer el buffer para saber si lo has escrito o no.

Q: Modifying specific parts of a linked list in place (a.k.a.) re-assigning values This is a class about linked lists. A node can have a default value, and a value that you can change. The only problem is that I'm having trouble making the change to the value I specify. I'm not sure what I'm doing wrong here or why it isn't working...

```
class Node { public: int data; Node *next; public: Node() { data = 0; next = NULL; } void setData(int x) { this->data = x; } int getData() { return data; } }; class LinkedList { Node *last; Node *head; public: LinkedList() { last = NULL; head = NULL; } void push(int x) { Node *temp = new Node(); temp->data = x; temp->next = NULL; if (head == NULL) {
```

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