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# CS411 GDB 1 SOLUTION 2022 Solution:

# C++ C++ is the most preferred language for game development because of its capabilities to support a variety of coding styles. C++ gives game programmers better control to manage the entire architecture including usage and memory patterns. Initially created by Bjarne Stroustrup in 1979 as an extension of the C programming language, C++ runs on all the popular platforms like Windows, UNIX, and Mac OS etc. Loved by developers worldwide, it can be used for a range of applications and system programming including C++ game development. The C# game development used to be a good choice but C++ is taking over this choice because of being lightweight comparatively. C++ code is faster than C# code; therefore, C++ has become a preferred choice of game developers. Python The most popular library that supports developing games in Python is PyGame. This engine, available under the LGPL, allows you to build fully commercial projects. What’s more, the library is designed in a way that lets you easily use multiple processor cores. The main functions were written in C and Assembler, thanks to which your project will be 10–20 times faster than if it were written in Python only. Another advantage of PyGame is that it works on any operating system, from Windows to the Dreamcast console. All you need to do to start your adventure with Py Game is have Python 3 installed and run python3 -m pip install -U pygame --user in the environment. When the package is installed, you can immediately start working on your game. The tool is incredibly easy to learn. Its creators have prepared extensive documentation and a list of guides that are, in their opinion, worth your attention. You can find them here. Personally, I recommend “Python PyGame: The Full Tutorial.” This guide perfectly introduces you to the intricacies of issues such as “Game Loop,” “Event,” or drawing in the game world. C# C# is a simple, modern, object-oriented, and type-safe programming language, and it's the most popular programming language in game development. C# can be used to create almost anything but is particularly strong at building Windows desktop applications and games. When comparing the speed, C++ proves to be faster than C#. So, for games that depend upon quick performance, C++ is chosen. However, there are ways of optimizing C# code to boost its performance# is one of the easiest programming languages to learn. C# is a high-level, general-purpose programming language that is easy to read because of its well-defined class hierarchy. It is the perfect language for beginner developers as it will be straightforward to grasp compared to most other languages.