

Subject: : AmigaOS4

Topic: : Wanting to start coding for AmigaOS4.x from scratch

Re: Wanting to start coding for AmigaOS4.x from scratch

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URL:

@Slayer

I hope to get into some C programming myself again when the X1000 is released although I have experience.

When I first learnt programming I was like 10yr programming in BASIC on a Spectrum 48k and the BASIC language lead me slowly into other fields such as AMOS and AMOS Pro and then as the internet era dawned I moved into HTML, Perl and Javascript and probably could do with understanding what PHP and ASP are for.

I digress... if you really have no code experience I would straightaway suggest purchasing an IDE of some flavour as being able to keep multiple files open at the same time is apart of C life and even if you don't need this functionality from day one you soon will if your interested enough to continue.

1. Start with printf and basic math operations.
2. Understand how to declare variables and how to test their value using if...then..else..end if structures.
3. Learn how to branch code correctly to create loops; eg. add +1 to a value until it reaches 10 then exit the loop.
4. Strings and manipulation. Learn how to define strings, find out their length and then how to pick out a single letter from a string and print it to the screen.
5. Strings and manipulation. Learn more string operations fore-instance how to print the second word from a string or take the last word. Reverse the string, change to upper case or lower case. How to join strings together.

Once your competent at the above:

6. User text input. Fore-instance ask the user for his name and print it to the screen and tell them how many words and letters are in their name. If your being adventurous ask the user to enter as many positive numbers as he wants adding them up on the way and exit the loop when the user enters nothing and show the total number.
7. Learn what an array is and how to declare one and access the data inside, and how to change a value inside an array.
8. Finally learn how to create a function and pass values to it and why we create functions in the first place.

Then move onto multi-dimensional arrays.... have I lost you yet? \o/

ONLY once have you mastered the above which apply to all languages should you move onto creating windows, gadgets, understanding pointers, I/O operations and everything else.

I'll stop there. :)