# Article information:

第3课：字符串操作之StringBuilder\_哔哩哔哩\_bilibili
[https://www.bilibili.com/video/BV1oG411T7V3/?p=3=pageDriver=79bb5084e19c99ffa6b99a72455ea3c9](https://www.bilibili.com/video/BV1oG411T7V3/?p=3&spm_id_from=pageDriver&vd_source=79bb5084e19c99ffa6b99a72455ea3c9)

# Article summary:

1. The foundation of the two sets of courses on C# grammar and object-oriented programming will not become obsolete, as they are the basics that will not change.

2. It is recommended for beginners to use VS2022 and install the built-in Intellicode for code prompt in early learning.

3. The author plans to release a unity introductory course after the New Year's Day holiday.

# Article rating:

Appears strongly imbalanced: The article is written in a biased or one-sided way, and the information it provides is not trustworthy enough to be considered a reliable source. You should consult other sources to find reliable information on the presented issues.

# Article analysis:

The article titled Lesson 3: StringBuilder for String Operations on Bilibili discusses the basics of C# language and its foundations. The author claims that the content of the course will not become obsolete, as it covers fundamental concepts that will remain unchanged. However, this claim is not entirely accurate, as there have been updates to string operations in C#8 and C#9, which are not covered in the course.

The article also promotes the use of VS2022 and Intellicode for beginners, but does not provide any evidence or explanation for why these tools are beneficial. Additionally, the author recommends starting with Microsoft C# docs instead of the course, but fails to acknowledge that this may be overwhelming for beginners who need a structured approach.

Furthermore, the article lacks depth and critical analysis on several topics. For example, when discussing Unity development for MR (mixed reality), the author suggests that learning data structures may not be necessary for graduation requirements. However, this claim is unsupported and ignores the importance of data structures in programming.

The article also presents a biased perspective towards Unity development by stating that C# multi-threading is not supported in Unity client development. While this may be true to some extent, it overlooks other aspects of Unity development where multi-threading can be used effectively.

Overall, the article lacks thorough research and critical analysis on various topics related to C# language and Unity development. It presents one-sided reporting and promotional content without acknowledging potential biases or counterarguments. As such, readers should approach this article with caution and seek additional sources for a more comprehensive understanding of these topics.

# Topics for further research:

* C#8 and C#9 updates for string operations
* Benefits of using VS2022 and Intellicode for C# programming
* Structured approaches for beginners in C# programming
* Importance of data structures in programming
* Multi-threading in Unity development beyond client development
* Comprehensive resources for C# language and Unity development

# Report location:

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