

Forum:[Hack Forums](#)

Thread: [Any small, fun things to code for in C#?](#)

Jabberjay - February 22, 2014, 4:09 am

When I used to do java I coded minecraft plugins, was fun, most of the plugins were pretty simple to make, there was a community around it, my code was actually used by people etc...

I've switched to learning C# but I haven't really found anything like this, any small thing I can actually code for with my code actually being put to use. Sort of things I find online that beginners in C# should code are: text editors, tic tac toe, file management system, etc. You may learn by doing this but it is kinda boring.

Is there any small (perhaps open source) project that I can code for (That will be interesting/fun)?

AgedPeanuts - February 22, 2014, 1:21 pm

If you're interested, and have heard of Habbo, then you can make plugin applications in C# for NovoFatum. NovoFatum is a packetlogger for habbo, and gives the developer an interface in-which they are able to send/receive data coming from habbo. It already takes care of the RC4 encryption, that habbo has placed for security reasons(lol), so all the data you receive in your plugin would all be decrypted. You can read more about it at the official NovoFatum site(<http://NovoProject.net/>), and if you need any more details/help in-regards to creating plugins for said program you can PM on here, or @ <http://Darkbox.nl/>.

All-In-All, it gives you something fun to work on, while you code in your desired syntax(C#).

Frostknight - February 23, 2014, 5:00 am

Make a keylogger that sends keys organized to a online server/email.

myeh2k - February 26, 2014, 5:57 pm

I like to make programming languages :)

Here is a simple way where you can test your knowledge and work on it when you're bored

Code using System;
using System.IO;

```
namespace SimpleProgrammingLanguage
{
    class Program
    {
        static void main(string[] args)
        {
            foreach(string line in args[0].Split('\n'))
            {
                if (line.ToUpper().StartsWith("WRITELINE ")) Console.WriteLine(line.Substring(10));
            }
        }
    }
}
```

It will read each line of the file. This example will see if the line starts with "writeline" (Case

insensitive) and then writes whatever is after it

Of course, actual programming languages aren't written this way. It works more like:

Lexer > Parser > AST > Interpreter/Compiler

I can show you an actual lexer if you want me to.