



iHACKERU



C#

Programming

BT113

40
Academic Hours

.NET Programming

Outline

This C#.NET training teaches non-experienced people how to create the Solutions/Applications using C#.NET. C#.NET is Microsoft's entry into the world of managed programming. Using a syntax that is deliberately from Java, C++ and C, C#.NET achieves a natural trade-off of terseness and clarity, enabling programmers to express concepts in a clear and maintainable form. The recent enhancements to the language have made it even more powerful than before, allowing programmers to work with C#.NET in both an Object-Oriented and partially functional style.



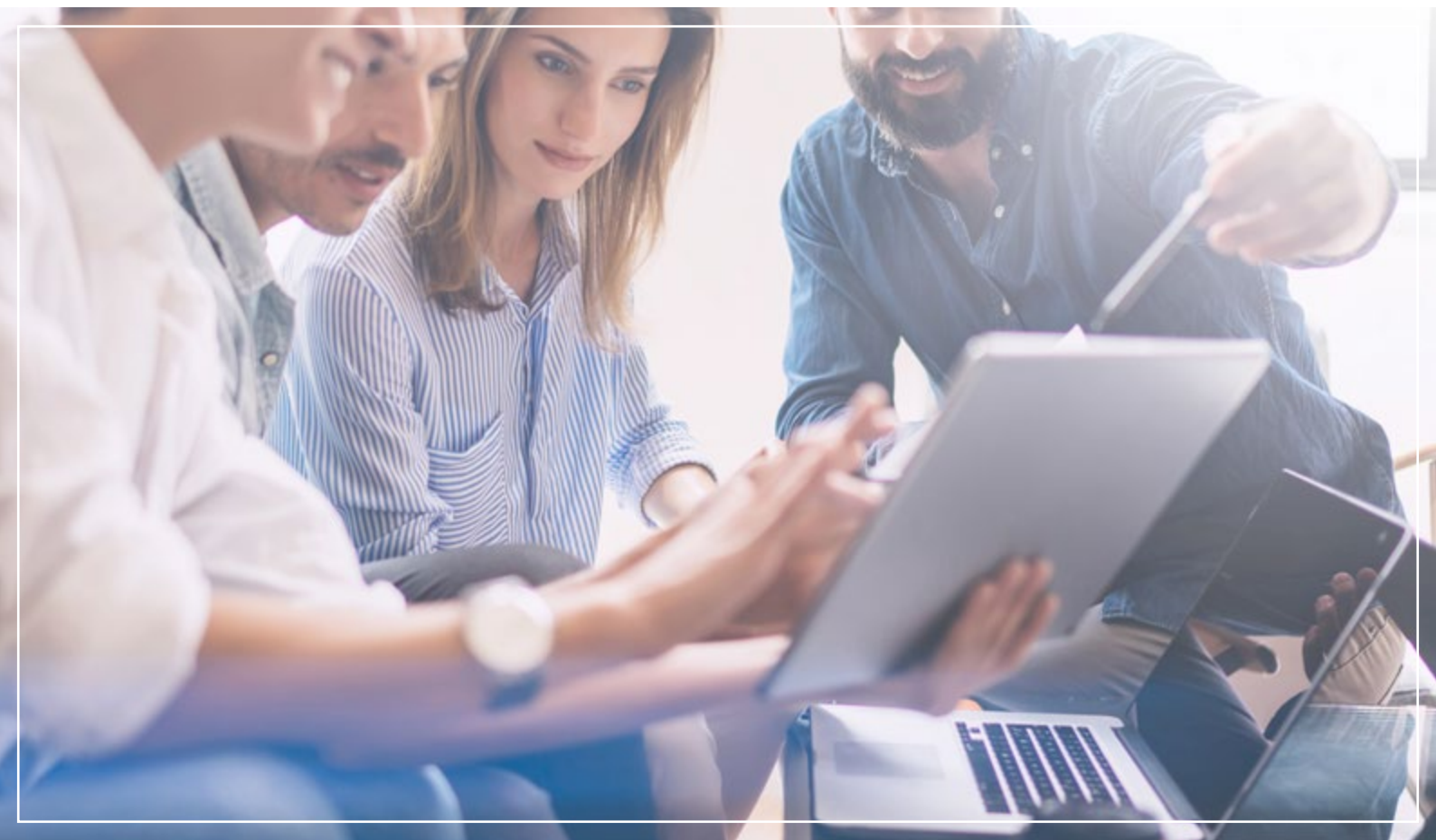
Target Audience

Non-Programmers who want to make their professional upgrade to the programming world



Prerequisites

There are no prerequisites for this course.





Content

Module 01

Programming Basics & C# Basics

- | Algorithm
- | Flow Diagram
- | Initialize
- | Variables
- | Conditions
- | Loops
- | Declarations
- | Pseudo Code
- | Functions

Module 02

Introducing C# & the .NET Framework

- | Introduction to the .NET Framework
- | Creating Projects Within Visual Studio 2015
- | Writing a C# Application
- | Documenting an Application
- | Running and Debugging Applications by Using Visual Studio 2015
- | Programming best practices

Module 03

Using C# Programming Constructs

- | Declaring Variables and Assigning Values
- | Using Expressions and Operators
- | Creating and Using Arrays
- | Using Decision Statements
- | Using Iteration Statements

Module 04

Declaring and Calling Methods

- | Defining and Invoking Methods
- | Specifying Optional Parameters and Output Parameters

Module 05

Handling Exceptions

- | Handling Exceptions
- | Raising Exceptions

Module 06

Reading and Writing Files

- | Accessing the File System
- | Reading and Writing Files by Using Streams

Module 07

Creating New Types

- | Creating and Using Enumerations
- | Creating and Using Structs

Module 08

Encapsulating Data and Methods

- | Controlling Visibility of Type Members
- | Sharing Methods and Data



Module 09 Classes & Objects

- | Class vs. Object
- | Constructors
- | Comparing References to Values
- | Defining and Using Classes
- | Working with Partial Classes

Module 10 Object Oriented Concepts

- | Encapsulation
- | Inheritance
- | Polymorphism
- | Interfaces

Module 11 Collections and Generics

- | Understanding .NET Collections
- | Ordered vs. Unordered Collections
- | Data Structures: ArrayList ,Stack , Queue, HashTable

Module 12 GUI Development (if time permits)

- | Event Driven Applications
- | Forms
- | Common controls
- | Application navigation



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