

802 Introduction to Visual C# .NET Programming

Course Description

This is an introductory class that drills down into the internal workings of Visual Studio .NET to help students get the most out of its features, wizards, editors, and project-management capabilities. Students will learn how to maximize their productivity for any project, no matter where they are in the development cycle

Course Level

Fundamental

Who should attend?

.NET Developer who want to start programming with Microsoft Visual C#.NET

Pre-requisites

Basic understanding of using windows application

Course Objectives

- Design and set up projects and solutions
- Examine the many wizards designed
- To customize Visual Studio.NET
- Using Visual C#.NET Syntax
- To use the powerful source-level debugger
- Fundamental of Visual #.NET function

Course Durations

18 Hours

Course Outline

1. C# and the .NET Framework

The .NET Platform
The .NET Framework
Compilation and the MSIL
The C# Language

2. Getting Started

Classes, Objects, and Types
Developing Simple Application
Using the Visual Studio .NET Debugger

Hand-On Labs

Create a simple application

3. C# Language Fundamentals

Types
Variables and Constants
Expressions
Whitespace
Statements
Operators
Preprocessor Directives

Hand-On Labs

Declare C# Variables

4. Classes and Objects

Defining Classes
Creating Objects
Using Static Members
Destroying Objects
Passing Parameters
Overloading Methods and Constructors
Encapsulating Data with Properties

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Create new class

5. Inheritance and Polymorphism

Specialization and Generalization
Inheritance
Polymorphism
Abstract Classes
Object
Boxing and Unboxing Types
Nesting Classes

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Create inheritance classes

6. Operator Overloading

Using the operator Keyword
Supporting Other .NET Languages
Creating Useful Operators
Logical Pairs
The Equality Operator
Conversion Operators

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Use of C# operator

7. Structs

Defining Structs
Creating Structs

Hand-On Labs

Create struct

8. Interfaces

Defining and Implementing an Interface
Accessing Interface Methods
Overriding Interface Implementations
Explicit Interface Implementation

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Create and use interface

9. Arrays, Indexers, and Collections

Arrays
The foreach Statement
Indexers
Collection Interfaces
Constraints
List<T>
Queues
Stacks
Dictionaries

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Create and use array

10. Strings and Regular Expressions

Strings
Regular Expressions

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Use regular expression

11. Handling Exceptions

Throwing and Catching Exceptions
Exception Objects
Custom Exceptions
Rethrowing Exceptions

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Handle application error

12. Delegates and Events

Delegates
Multicasting
Events
Using Anonymous Methods
Multicast Delegates

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Use delegation

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