

Introduction to C#

Modality: On Demand

Duration: 15 Hours

About this course:

There are different programming dialects in use today. Choosing which language to program in can be founded on numerous components, for example, learning curve, work explicit prerequisites, stage particulars, or plenty of other criteria. You will be introduced to the C# language and the universe of .NET programming in this course.

The C# programming language was made starting from the earliest stage to be an object-oriented language of programming that offers usability, recognition to C/C++ and Java designers, alongside improved memory and resource management. C# is pervasive on the Microsoft stage but at the same time is being utilized to create software that runs on Android, Linux, and iOS gadgets too.

Learning C# can situate you for future programming openings, give a strong establishment in object-arranged programming information, and make ready for learning other programming dialects. This course intends to show you the main parts of the C# language.

This course is the initial segment of a three-section arrangement intended to show the main C# language basics. In the second course of the arrangement, you will learn object-oriented programming ideas and the third course offers instruction on information structures and calculations with C#. When you complete the arrangement, you will have an excellent establishment of C# information to develop and learn more as you progress in your programming vocation or side interest.

The normal compensation for C# Developer is \$90,732 every year.

Course Objectives:

- C# Language Fundamentals
- C# Syntax
- Making decisions in C# code
- The Tools
- Data Types Variables Operar and Expressions
- Iteration in C#
- C# Decision Statements
- Repetition in C#

Audience:

Complete Beginners

Prerequisites:

Basic Computer Skills

Course Outline:

Module 1

- Introducing C#
- The Tools
- Data Types Variables Operator and Expressions
- Assignment

Module 2

- Introduction
- C# Decision Statements
- Repetition in C#
- Assignment

Module 3

- Introduction
- Methods
- Exception Handling
- Assignment