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Learning Style: On Demand

Technology:

Difficulty: Beginner

Course Duration: 7 Hours

Programming C#: Fundamental



About this course:

The course of Programming C# 6: Fundamentals covers each thing that empowers the understudies, to begin with, Visual Studio and C#. The course starts with the essential compiling of the application of console and proceeds onward to the basics of working with numeric and strings and values. The course provides the fundamental comprehension of the understudies to implement functionality gave in outsider libraries and also to make their own strategies. Classes, comprising class

properties and methods, are also presented in this course. Also, the course gives a chance to find out about dealing with special cases and class libraries.

This course shows the understudies to build up the fundamental programming aptitudes that are required for designers to make the applications of Windows utilizing the language of C#. During this course, the understudies gain proficiency with the nuts and bolts of language syntax, C# program structure, implementation details, and afterward unite their insight as they build a genuine application.

Course Objective:

- Code of Call in other assemblies
- Study the format strings for output
- First program Compilation using C#
- Properly display numeric values
- Establish the code in classes
- Call and write methods
- Make a class library
- Handle exceptions

Audience:

Beginner or aspiring the developers of software looking to enhance their knowledge of MS Visual Studio and C#.

Prerequisite:

- This amateur level course needs the understudies to have a fundamental comprehension of the languages of computers alongside the capacity to introduce software and documents on a computer.
- The content of the course is structured in such a manner to be intelligible to the understudies with next to zero understanding of the programming of the computer.

Course Outline:

Chapter 01 - Getting Started with .NET

- **Topic A: Getting Started with .NET - Part 1**
- Getting Started with .NET - Part 2
- Getting Started with .NET - Part 3
- **Topic B: .NET Architecture - Part 1**
- .NET Architecture - Part 2
- .NET Architecture - Part 3
- **Topic C: Building a .NET Application - Part 1**
- Building a .NET Application - Part 2
- Building a .NET Application - Part 3
- **Topic D: Intermediate Language - Part 1**
- Intermediate Language - Part 2

- Intermediate Language - Part 3
- **Topic E: C# Language - Part 1**
- C# Language - Part 2
- C# Language - Part 3

Chapter 02 - Your First App

- **Topic A: Using Visual Studio - Part 1**
- Using Visual Studio - Part 2
- Using Visual Studio - Part 3
- **Topic B: Building Console App - Part 1**
- Building Console App - Part 2
- Building Console App - Part 3
- **Topic C: Solution Explorer - Part 1**
- Solution Explorer - Part 2
- Solution Explorer - Part 3
- **Topic D: Comments and Intellisense - Part 1**
- Comments and Intellisense - Part 2
- Comments and Intellisense - Part 3
- **Topic E: Building Projects - Part 1**
- Building Projects - Part 2
- Building Projects - Part 3

Chapter 03 - Debugging and Errors

- **Topic A: Debugging Code - Part 1**
- Debugging Code - Part 2
- Debugging Code - Part 3
- **Topic B: Breakpoints - Part 1**
- Breakpoints - Part 2
- Breakpoints - Part 3
- **Topic C: Runtime and Logic Errors - Part 1**
- Runtime and Logic Errors - Part 2
- Runtime and Logic Errors - Part 3

Chapter 04 - Projects and Syntax

- **Topic A: Anatomy of a C# Program - Part 1**
- Anatomy of a C# Program - Part 2
- Anatomy of a C# Program - Part 3
- **Topic B: Project Folders and Files - Part 1**
- Project Folders and Files - Part 2
- Project Folders and Files - Part 3
- **Topic C: Statements and Expressions - Part 1**
- Statements and Expressions - Part 2
- Statements and Expressions - Part 3
- **Topic D: Language Syntax - Part 1**
- Language Syntax - Part 2
- Language Syntax - Part 3
- **Topic E: Preprocessing Directives - Part 1**

- Preprocessing Directives - Part 2
- Preprocessing Directives - Part 3

Chapter 05 - Variables and Data Types

- **Topic A: Variables - Part 1**
- Variables - Part 2
- Variables - Part 3
- **Topic B: Data Types - Part 1**
- Data Types - Part 2
- Data Types - Part 3

Chapter 06 - A Closer Look at Data Types

- **Topic A: Floating Point Data - Part 1**
- Floating Point Data - Part 2
- Floating Point Data - Part 3
- **Topic B: Characters - Part 1**
- Characters - Part 2
- Characters - Part 3
- **Topic C: Constants and Enums - Part 1**
- Constants and Enums - Part 2
- Constants and Enums - Part 3

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