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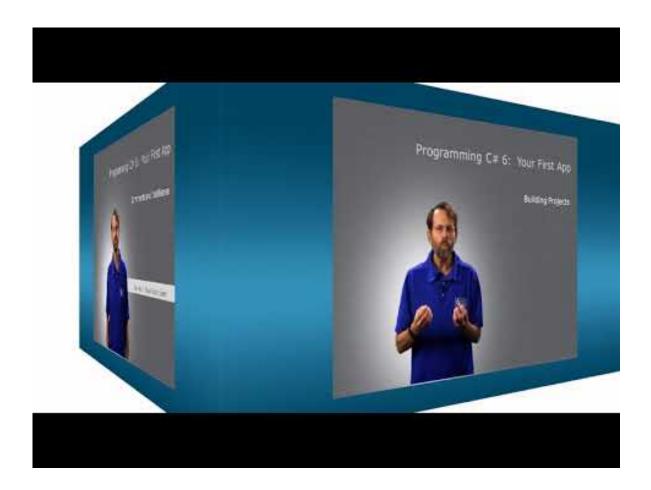
Learning Style: On Demand

Provider:

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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