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C#.NET Introduction

Duration: 3 Days

Overview:

On Aspect Training's C#.NET Introduction course, you'll learn to use Visual Studio 2008 to explore the Visual C# language. The course starts with a quick overview of the .NET platform, examining assemblies, Microsoft Intermediate Language, Visual Studio profiles, XML comments, IntelliSense, and debugging.

From there, you'll learn all the language features that you must internalise in order to create full-featured Web or Windows applications that make best use of the .NET platform. You'll learn about data types, variables, and operators, along with all the important flow control structures. You'll work through several examples demonstrating the power of the .NET Framework, and dig into creating and consuming your own classes and objects.

The course moves on to working with data structures, such as arrays and collection classes, before finishing up with discussions of generics, handling exceptions and working with delegates and events. By the end of this course, you will understand the important basic concepts that will allow you to start creating the applications you need.

Prerequisites:

This C# .NET training course assumes that students have some programming background. No specific experience with Visual Studio, the .NET Framework, or C# is assumed.

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Course Topics:

Getting Started with .NET

Thinking about .NET
Using Visual Studio 2005
Debugging and Handling Exceptions

Data Types and Variables

Introducing Variables and Data Types
Working with Variables and Data Types

Using the .NET Framework

Using .NET Framework Classes
Working with Strings
Working with Dates and Times

Branching and Flow Control

Branching in Code
Repeating Code Blocks
Unconditional Branching

Classes and Objects

Introducing Objects and Classes
Creating Your Own Classes
Working with Classes

Properties and Methods

Overview of Properties and Methods
Working with Properties
Working with Methods

Object-Oriented Techniques

Inheritance
Interfaces
Organizing Classes

Working with Arrays

Introducing Arrays
Manipulating Arrays
Creating Indexes

Delegates and Events

Motivating Delegates
Introducing Delegates
Working with Events

Generics

Introducing Generics
Generics and Arrays
Generic Interfaces
Generic Constraints
Generics and Lists

Handling Exceptions

Perspectives on Exception Handling?
Getting Started with Exception Handling
Catching Specific Exceptions
Raising Errors
Running Code Unconditionally
Creating Exception Classes

Collection Classes

Generics, Collections, and Interfaces
The Generic List
Working with Dictionaries, Stacks and Queues
Creating Your Own Generic Collection Classes