

Programming in C#

Why Programming in C# Certifications ?

C# program structure, language syntax, and implementation details, and then consolidate their knowledge throughout the week as they build an application that incorporates several features of .NET.

Training Solutions:

√ Offline Classroom Instructor-Led Training in our labs or onsite Locations.

√ Virtual Instructor-Led Training Via Virtual Video Conferencing Tools.

Why Learners Prefer CLS as their Training Services provider ?

■ Premium Training Services Accredited from Global Technology Vendors.

■ Best Rated Experts & Certified Trainers in Egypt.

■ Official Training Hours, Practice Labs, Hands-on Learning.

■ CLS Training Classrooms are designed with High Edge PCs and Training Facilities.

■ Return on Training Investment is Guaranteed to boost performance.



• Programming in C# Course Outline :

Module 1: Review of Visual C# Syntax

- Lesson 1: Writing Applications in C# and .NET
- Lesson 2: Types of Data and Expressions
- Lesson 3: C# Language Constructs

Module 2: Creating Methods, Handling Exceptions, and Monitoring Applications

- Lesson 1: Methods
- Lesson 2: Method Overloading
- Lesson 3: Exception Handling
- Lesson 4: Monitoring

Module 3: Basic types and constructs of Visual C#

- Lesson 1: Structs
- Lesson 2: Enums
- Lesson 3: Built-in Collections
- Lesson 4: Events

Module 4: Creating Classes and Implementing Type-Safe Collections

- Lesson 1: Creating Classes
- Lesson 2: Interfaces
- Lesson 3: Understanding Generics in C#

Module 5: Creating a Class Hierarchy by Using Inheritance

- Lesson 1: Hierarchies of Classes
- Lesson 2: Polymorphism
- Lesson 3: Extending Classes

Module 6: Reading and Writing Local Data

- Lesson 1: File I/O
- Lesson 2: Serialization and Deserialization
- Lesson 3: Streams

Module 7: Accessing a Database

- Lesson 1: Entity Framework
- Lesson 2: LINQ

Module 8: Accessing Remote Data

- Lesson 1: Web Services
- Lesson 2: REST and Odata

Module 9: Designing the User Interface for a Graphical Application

- Lesson 1: Using UI Frameworks
- Lesson 2: Data binding
- Lesson 3: Styling the UI

Module 10: Improving Application Performance and Responsiveness

- Lesson 1: Multitasking
- Lesson 2: Asynchronous Calls
- Lesson 3: Dealing with Conflicts

Module 11: Integrating with Unmanaged Code

- Lesson 1: Dynamic Objects
- Lesson 2: Managing Resources

Module 12: Creating Reusable Types and Assemblies

- Lesson 1: Metadata
- Lesson 2: Attributes
- Lesson 3: Generating Code
- Lesson 4: Assemblies

Module 13: Encrypting and Decrypting Data

• Overview:

- During their five days in the classroom students review the basics of Visual C# program structure, language syntax, and implementation details, and then consolidate their knowledge throughout the week as they build an application that incorporates several features of the .NET Framework 4.7.
- This training course teaches developers the programming skills that are required for developers to create Windows applications using the Visual C# language.

• Training:

- Explain how to use Visual Studio to create and run an application.
- Describe the features and syntax of the C# programming language.
- Define the monitoring needs of large-scale applications
- Create and call methods, capture and manage exceptions.
- Understand the .NET development platform and libraries.
- Understand the .NET framework classes.
- Create well-structured and easily-maintainable C# code.
- Define and implement interfaces.
- Create a class hierarchy using inheritance.
- Understand object-oriented programming concepts.

• Audience Profile :

Who should enroll

- This course is intended for intermediate to advance level programmers / developers.

• Prerequisites:

- Knowledge of basic AutoCAD tools such as draw and modify tools, layer management, object snaps, printing and configuring layouts, annotation tools, blocks, external references (Xrefs), and templates
- Knowledge of AutoCAD Sheet Set Manager to create, open, and publish sheets.
- Knowledge of Setting up a Civil 3D project.
- Knowledge of Applying the appropriate coordinate system to a Civil 3D drawing.
- Knowledge of basic theory of civil design.