

20483 Programming in C#

Overview

This training course teaches developers the programming skills that are required for developers to create Windows applications using the C# language.

Prerequisite Comments

Developers attending this course should already have gained some limited experience using C# to complete basic programming tasks. More specifically, students should have hands-on experience using C#.

Target Audience

This course is intended for experienced developers who already have programming experience in C, C++, JavaScript, Objective-C, Microsoft Visual Basic®, or Java and understand the concepts of object-oriented programming.

This course is not designed for students who are new to programming; it is targeted at professional developers with at least one month of experience programming in an object-oriented environment.

Course Objectives

After completing this course, students will be able to:

- Describe the core syntax and features of C#.
- Create and call methods, catch and handle exceptions, and describe the monitoring requirements of large-scale applications.
- Implement the basic structure and essential elements of a typical desktop application.
- Create classes, define and implement interfaces, and create and use generic collections.
- Use inheritance to create a class hierarchy, extend a .NET Framework class, and create generic classes and methods.
- Read and write data by using file input/output and streams, and serialize and deserialize data in different formats.
- Create and use an entity data model for accessing a database and use LINQ to query and update data.
- Use the types in the System.Net namespace and WCF Data Services to access and query remote data.
- Build a graphical user interface by using XAML.

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Schedule

Class Length: 5 Days

| G2R = "Guaranteed to Run" OLL = "Online LIVE" ILT = "Instructor-Led-Training" | | | | | |
|--|-----|------------------|----------------------------|-----|------------|
| 08/31/20 | G2R | 9:00AM - 5:00PM | Norfolk-Virginia Beach, VA | OLL | \$2,975.00 |
| 11/02/20 | G2R | 11:00AM - 7:00PM | Norfolk-Virginia Beach, VA | OLL | \$2,975.00 |

- Improve the throughput and response time of applications by using tasks and asynchronous operations.
- Integrate unmanaged libraries and dynamic components into a C# application.
- Examine the metadata of types by using reflection, create and use custom attributes, generate code at runtime, and manage assembly versions.
- Encrypt and decrypt data by using symmetric and asymmetric encryption.

Course Outline

1 - Review of C# Syntax

Overview of Writing Applications using C#
Datatypes, Operators, and Expressions
C# Programming Language Constructs
Lab : Developing the Class Enrolment Application

2 - Creating Methods, Handling Exceptions, and Monitoring Applications

Creating and Invoking Methods
Creating Overloaded Methods and Using Optional and Output Parameters
Handling Exceptions
Monitoring Applications
Lab : Extending the Class Enrolment Application Functionality

3 - Developing the Code for a Graphical Application

Implementing Structs and Enums
Organizing Data into Collections
Handling Events
Lab : Writing the Code for the Grades Prototype Application

4 - Creating Classes and Implementing Type-safe Collections

Creating Classes
Defining and Implementing Interfaces
Implementing Type-safe Collections
Lab : Adding Data Validation and Type-safety to the Grades Application

5 - Creating a Class Hierarchy by Using Inheritance

Creating Class Hierarchies
Extending .NET Framework Classes
Creating Generic Types
Lab : Refactoring Common Functionality into the User Class

6 - Reading and Writing Local Data

Reading and Writing Files
Serializing and Deserializing Data
Performing I/O Using Streams
Lab : Generating the Grades Report

7 - Accessing a Database

Creating and Using Entity Data Models
Querying Data by Using LINQ
Updating Data by Using LINQ
Lab : Retrieving and Modifying Grade Data

8 - Accessing Remote Data

Accessing Data Across the Web
Accessing Data in the Cloud
Lab : Retrieving and Modifying Grade Data in the Cloud

9 - Designing the User Interface for a Graphical Application

Using XAML to Design a User Interface
Binding Controls to Data
Styling a User Interface
Lab : Customizing Student Photographs and Styling the Application

10 - Improving Application Performance and Responsiveness

Implementing Multitasking by using Tasks and Lambda Expressions
Performing Operations Asynchronously
Synchronizing Concurrent Access to Data
Lab : Improving the Responsiveness and Performance of the Application

11 - Integrating with Unmanaged Code

Creating and Using Dynamic Objects
Managing the Lifetime of Objects and Controlling Unmanaged Resources
Lab : Upgrading the Grades Report

12 - Creating Reusable Types and Assemblies

Examining Object Metadata
Creating and Using Custom Attributes
Generating Managed Code
Versioning, Signing and Deploying Assemblies
Lab : Specifying the Data to Include in the Grades Report

13 - Encrypting and Decrypting Data

Implementing Symmetric Encryption

Implementing Asymmetric Encryption

Lab : Encrypting and Decrypting Grades Reports

Related Courses, Certifications, Exams _____

- 10975 Introduction to Programming
 - 20532 Developing Microsoft Azure Solutions
 - Exam 70-483 - Programming in C#
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