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

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

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

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

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

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

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

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

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

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

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

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#