



HEROTEC

NETWORK PROFESSIONAL TRAINING

Programming in C#

Related Certificate	Microsoft Development
Course ID	20-483
Related Exams	70-483
Audience	Developer
Hours	40

Overview:

This training course teaches developers the programming skills that are required for developers to create Windows applications using the C# language. During their five days in the classroom students review the basics of 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 4.5.

Objectives:

- 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.

Outlines:

Module 1: Review of C# Syntax

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

Module 3: Developing the Code for a Graphical Application

Module 4: Creating Classes and Implementing Type-safe Collections

Module 5: Creating a Class Hierarchy by Using Inheritance

Module 6: Reading and Writing Local Data

Module 7: Accessing a Database

Module 8: Accessing Remote Data

Module 9: Designing the User Interface for a Graphical Application

Module 10: Improving Application Performance and Responsiveness

Module 11: Integrating with Unmanaged Code

Module 12: Creating Reusable Types and Assemblies

Module 13: Encrypting and Decrypting Data

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