



Intro into C#

Visual C# Programming Training

This Online Training for Visual C# 2005 covers how to develop command line and graphical applications using the Visual C# 2005 programming language and the Visual Studio integrated development environment (IDE).

This course is for anyone who would like to create or modify applications using Microsoft Visual C#.

Visual C#: What You Need to Know

Visual C# 2005: .Net: What You Need to Know covers the foundations of the .NET programming environment and how to navigate through the Visual Studio 2005 integrated development environment (IDE). It also shows how to create, compile and execute a simple Visual C# program using either the Visual Studio 2005 IDE or the command line functionality.

Visual C#: First C# Programs

Visual C# 2005: First C# Programs, covers how to create, compile and execute a simple Visual C# program with variables, expressions, command-line input and output, using either the Visual Studio 2005 IDE or the command line functionality.

Visual C#: Data Types in C#

Visual C# 2005: Data Types in C#, covers the different data types supported by C# and how to convert information between and among different data types. This course also shows how to map Visual C# data types to the data types supported by the .NET framework.

Visual C#: Operators and Expressions

Visual C# 2005: Operators and Expressions, covers Visual C# operators and expressions. It also shows how to use the precedence table to order C# operators judiciously and efficiently.

Visual C#: Control Structures and Arrays

Visual C# 2005: Control Structures and Arrays, covers Visual C# control. It also shows how to create and use applications that use loops and arrays.

Visual C#: Object-Oriented Programming

Visual C# 2005: Object-Oriented Programming, covers Visual C# object-oriented programming concepts. This course also shows how attributes and behaviours are combined to create classes, and how to model classes using simple object modelling concepts.

Visual C#: Classes

Visual C# 2005: Classes, covers how to create classes, distinguish between classes and objects, and use classes in object-oriented programming. It also shows how C# classes support encapsulation, how to instantiate and initialize classes, and how to use references in C#.

Visual C#: More about Types

Visual C# 2005: More About Types, covers how to distinguish between classes and structs in C#, and understand more about how classes are used to create application specific data types. This course also shows how C# converts simple values to and from object types, using a process called boxing

Visual C#: Methods, Properties and Operators

Visual C# 2005: Methods, Properties and Operators, covers how to define and use methods, pass parameters to and from methods, and overload methods and operators. This course also shows how to simplify data access through get and set methods and how to implement methods in C# that take a variable number of parameters.

Visual C#: Characters and Strings

Visual C# 2005: Characters and Strings, covers how to define and work with characters and strings in greater detail. This course also shows how to create and work with objects of the String and String Builder classes and create applications that process command-line arguments.

Visual C#: Arrays and Indexers

Visual C# 2005: Arrays and Indexers, covers how to define and work with single-dimension and multiple-dimension arrays. It also shows how to use the Random classes to generate random numbers and how to use





indexers to access data within a class using array syntax.

Visual C#: Inheritance

Visual C# 2005: Inheritance, describes how to create hierarchies of classes using inheritance. This course also covers how to use the public, protected and private access qualifiers to encapsulate class implementations and make code easier to maintain.

Visual C#: Virtual Methods and Polymorphism

Visual C# 2005: Virtual Methods and Polymorphism, describes how to fully implement polymorphic classes. This course also covers how to create virtual methods that can be redefined by derived classes to create implementation-specific behaviours.

Visual C#: Formatting and Conversion

Visual C# 2005: Formatting and Conversion, describes how to format information for output. This course also covers how to convert information among different data types and define implicit and explicit conversion operators to streamline that process.

Visual C#: Exceptions

Visual C# 2005: Exceptions, describes how to use the .NET exception handling mechanism to deal with unexpected and anomalous behaviour. This course also covers how to create and use custom exceptions based upon the system-provided Exception class.

Visual C#: Interfaces

Visual C# 2005: Interfaces, describes how to use interfaces to program in a more flexible, generic manner. This course also covers how to create and use custom classes that implement multiple interfaces.

Visual C#: Interfaces and Collections

Visual C# 2005: Interfaces and Collections, describes how to use parameterized types and .NET interfaces to program in a more flexible, generic manner. This course also covers how to customize collection classes supplied by .NET.

Visual C#: Delegates and Events

Visual C# 2005: Delegates and Events, describes how to use delegates to handle callbacks into code. This course also covers how delegates implement the .NET event handling mechanism, and dynamically adding and removing delegates to perform custom event handling.

Visual C#: Introduction to Windows Forms

Visual C# 2005: Introduction to Windows Forms, describes how to use Visual C# to create a simple Windows Forms application

