YOUR COURSE, YOUR WAY - MORE EFFECTIVE IT TRAINING

Programming for the Absolute Beginner with .NET

Duration: 5 days

Overview:

Learning to program is one of the most rewarding experiences you can have in the world of computers! Instead of just using programs written by others, you can start to write your own programs.

Many people realize that the easiest way to learn is by seeing and doing. Aspect Training's Programming for the Absolute Beginner with .NET takes this easy to follow approach, with lots of opportunity to practice, plenty of examples to verify your work, easy to follow explanations, and plenty of sample code to examine.

In no time at all, you can start writing simple programs of your own design, using one of the most vibrant and popular languages of today, C#, or VB.

Prerequisites:

There are no pre-requisites for this course

Topics:

1 - Your First Program

Course Overview

What is .NET

The Programming Environment

Basic .NET coding

Running a Program in Visual Studio

2 - Variables

What is a variable

Naming conventions

Data Types

Numeric Data Types

Variables and Math

Obtaining User Input

3 - Decisions

What if?

Providing and Alternative

Checking Multiple Possibilities

Time to switch

4 - More Math

One Plus One

Order of Precedence

Boolean Login and Binary Math

Hexadecimal

5 - Loops

Safe Loops

Unsafe Loops

Controlling Loop Flow

Loops within Loops

6 - Running Programs

Comments

Building Solutions

Running the Application

Debugging

7 - Arrays

What is an Array

The use of Arrays

Multidimensional Arrays

8 - String

An overview of Strings

Escape Sequences

Concatenation

String Data Types

String Manipulation

9 - More with Variables

Data Conversion

Overflow and Underflow

Variable Lifetime (Scoping)

Structures and Enumerations

10 - Introduction to Methods

Parameters

Return Value

11 - Anatomy of a .NET Program

Namespaces

Classes

Instantiating an Object of a Class

Static vs Non-Static

Adding Additional Files to a Project

12 - Collections

ArrayList

Boxing and Unboxing

Generic List

Hash Tables

13 - More on Methods

Overloading

Passing by Value vs by Reference

The Out Keyword

Parameter Arrays

14 - Classes

Constructor

Constructor and Structures

Properties

Class Methods

15 - Handling Exceptions

Try your code

Catch an Exception

Catching Specific Exceptions

Finally

Throwing Exceptions