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### C Sharp



#### Course Guide

C# (pronounced C sharp) is a multi-paradigm programming language encompassing strong typing, imperative, declarative, functional, generic, object-oriented (class-based), and component-oriented programming disciplines.



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#### C Sharp Course Contents

C Sharp training curriculum follows the Microsoft Programming C Sharp 70-483 is designed to meet the requirements of next generation programming needs.

#### Manage program flow (25%)

# Implement multithreading and asynchronous processing

 Use the Task Parallel library (ParallelFor, Plinq, Tasks); create continuation tasks; spawn threads by using ThreadPool; unblock the UI; use async and await keywords; manage data by using concurrent collections

#### Manage multithreading

 Synchronize resources; implement locking; cancel a longrunning task; implement thread-safe methods to handle race conditions

#### Implement program flow

 Iterate across collection and array items; program decisions by using switch statements, if/then, and operators; evaluate expressions

#### Create and implement events and callbacks

 Create event handlers; subscribe to and unsubscribe from events; use built-in delegate types to create events; create delegates; lambda expressions; anonymous methods

#### Implement exception handling

 Handle exception types (SQL exceptions, network exceptions, communication exceptions, network timeout exceptions); catch typed vs. base exceptions; implement try-catch-finally blocks; throw exceptions; determine when to rethrow vs. throw; create custom exceptions

#### Create and use types (24%)

#### Create types

 Create value types (structs, enum), reference types, generic types, constructors, static variables, methods, classes, extension methods, optional and named parameters, and indexed properties; create overloaded and overriden methods

#### Consume types

 Box or unbox to convert between value types; cast types; convert types; handle dynamic types; ensure interoperability with unmanaged code, for example, dynamic keyword

#### Enforce encapsulation

 Enforce encapsulation by using properties, by using accessors (public, private, protected), and by using explicit interface implementation

#### Create and implement a class hierarchy

 Design and implement an interface; inherit from a base class; create and implement classes based on the IComparable, IEnumerable, IDisposable, and IUnknown interfaces

## Find, execute, and create types at runtime by using reflection

 Create and apply attributes; read attributes; generate code at runtime by using CodeDom and lambda expressions; use types from the System.Reflection namespace (Assembly, PropertyInfo, MethodInfo, Type)

#### Manage the object life cycle

 Manage unmanaged resources; implement IDisposable, including interaction with finalization; manage IDisposable by using the Using statement; manage finalization and garbage collection

#### Manipulate strings

 Manipulate strings by using the StringBuilder, StringWriter, and StringReader classes; search strings; enumerate string methods; format strings

#### Debug applications and implement security (25%)

#### Validate application input

 Validate JSON data; data collection types; manage data integrity; evaluate a regular expression to validate the input format; use built-in functions to validate data type and content out of scope: writing regular expressions

#### Perform symmetric and asymmetric encryption

 Choose an appropriate encryption algorithm; manage and create certificates; implement key management; implement the System.Security namespace; hashing data; encrypt streams

#### Manage assemblies

 Version assemblies; sign assemblies using strong names; implement side-by-side hosting; put an assembly in the global assembly cache; create a WinMD assembly

#### Debug an application

 Create and manage compiler directives; choose an appropriate build type; manage programming database files and symbols

#### Implement diagnostics in an application

 Implement logging and tracing; profiling applications; create and monitor performance counters; write to the event log

#### Implement data access (26%)

#### Perform I/O operations

 Read and write files and streams; read and write from the network by using classes in the System.Net namespace; implement asynchronous I/O operations

#### Consume data

 Retrieve data from a database; update data in a database; consume JSON and XML data; retrieve data by using web services

## Query and manipulate data and objects by using LINQ

 Query data by using operators (projection, join, group, take, skip, aggregate); create method-based LINQ queries; query data by using query comprehension syntax; select data by using anonymous types; force execution of a query; read, filter, create, and modify data structures by using LINQ to XML

#### Serialize and deserialize data

 Serialize and deserialize data by using binary serialization, custom serialization, XML Serializer, JSON Serializer, and Data Contract Serializer

#### Store data in and retrieve data from collections

 Store and retrieve data by using dictionaries, arrays, lists, sets, and queues; choose a collection type; initialize a collection; add and remove items from a collection; use typed vs. non-typed collections; implement custom collections; implement collection interfaces

#### Practical Approach

 A real example will be given throughout the lectures, starting from design, analysis, implementation and maintenance.

www.ict-trainings.com/curriculum/csharp-leaflet.pdf