Things to know for next Monday:

1. C# anatomy: language, compiler, runtime, platform, general features, program structure
2. .NET building blocks: framework, standard core, project, assembly, solution, application, library
3. Infrastructure: CLI, CLR, CTS, BCL, VES, JIT compiler, CIL/MSIL
4. Managed/Unmanaged datatypes: value, reference access modifiers, extended modifiers, class, struct, interface, enum, property/field
5. Separations of concerns: KISS, DRY, comments
6. OOP principles: abstraction, polymorphism, encapsulation, inheritance
7. Advanced data types: upcasting, downcasting, implicit, explicit, boxing, is, ref, out, typeof collections, generics, array, list, set, dictionary, stack, queue
8. Serialization: XML, file I/O, JSON, regular expressions
9. Exception handling: try, catch, finally, throw
10. Testing: unit test, xUnit, arrange/act/assert, TDD
11. Debugging
12. Logging
13. SOLID principles
14. Delegates: action, func, lambda, LINQ, events
15. Task: async, await
16. Git: status, add, commit, push, pull, diff log, clone
17. Bash: ls, mkdir, cd