c#

- Anatomy of code language
  - Compiler, runtime, platform
- Environment setup
  - IDE, editor, version control
- Basic topics
  - Core c#, program structure, testing logging
- .NET building blocks
  - Framework, standard, core, project, solution, assembly, library, application
- Common language runtime
  - BCL, CIL, CLI, CLR, CTS, JIT, VES
- Runtime environment
  - Garbage collection, managed, unmanaged
- Data types
  - Reference, value
- Access modifiers
  - Internal, private, protected, public
- Extended modifiers
  - Abstract, const, new, override, parital, readonly, sealed, static, virtual
- Struct
  - Value type
- Interface
- Enum
- Semantic code
  - dry , inline/XML, comments, separation of concerns, KISS
- Object oriented programming
  - Abstraction, encapsulation, polymorphism, inheritance
- Working with types
  - Casting, as boxing, is, out, ref, typeof, generics
- Collections
  - array , list, set, dictionary, stack, queue
- Serialization
  - File i/o, regular expressions, json, eml
- Exception handling
  - Try, catch, finally, custom exceptions
- Testing
  - Unit testing,xunit, fact theory, TDD
- Debugging
  - Breakpoint, step, logging, log level
- SOLID
- Delegates
  - Func, action, event, lambda, linq
- Multithreading

    - Task, await, async, thread
- GIT
    - Add, commit, log, pull, push, status, clone