

1. Datatypes - Basics of .NET.
2. OOP → Design Patterns + SOLID Principles ✓
 - Factory
 - Singleton
 - Observer
 - * - mvvm
 - * - MVC
 - * - Repository.

3. Events & Delegate : ~

* 4. Collection and Generic and

Generic Collection.

: params, ref, out, as, in, dynamic

:- Generic Delegates.

System. Collection [Non-generic collection]

IEnumerable



ICollection



IList



class
e.g.:- ArrayList

class
Stack

class
Queue



IDictionary

[key, value] pair

e.g.:- hashtable

class IET

IET obj = new IET();
obj.Add (val);

object.
object.Add (dotnet, react)
key value.

prop:-

public object[] DotNet

{
get { }

public object[] React

{
get { }

public void Add (object dotnet, object react)
{
// code to generate object[]
}

obj. Dotnet.
...