



The C# Programming Language

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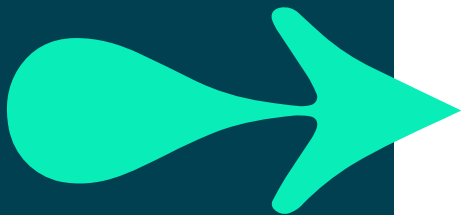


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PRE-REQUISITES



Essential skills:

- Prior experience in programming:
 - Declaring variables
 - Writing loops
 - Passing arguments / parameters
 - Invoking functions

Beneficial skills

- Awareness of object-oriented principles
 - Objects have 'state' and 'behaviour'
- Working with a modern IDE: Visual Studio, Eclipse, etc.

Note: Java and C# are very similar. This course is not intended for those who are already fluent in Java.

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COURSE OBJECTIVES

- Gain a solid understanding of the C# programming language
- Develop practical object-oriented programming (OOP) skills
- Navigate the Visual Studio Integrated Development Environment (IDE) and make use of its code completion features

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COURSE OUTLINE

- Introduction to C#
- C# variables and datatypes
- Conditional statements
- Loops and collections
- Introduction to object-oriented programming (OOP)
- Methods and parameters
- Properties and constructors
- Inheritance and abstract classes
- Interfaces
- Delegates and Lambdas
- Language Integrated Query (LINQ)
- Exception handling

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Activity: Introductions

- Preferred name
- Organisation & role
- Experience of C# and OOP
- Key learning objective
- Hobby

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QUESTIONS



Golden rule

- 'There is no such thing as a stupid question'

First amendment to the golden rule

- '... even when asked by an instructor'
- Please have a go at answering questions

Corollary to the golden rule

- 'A question never resides in a single mind'
- By asking a question, you're helping everybody

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