

Learning Path

How to Program

C#

■ Uses C#



Build text-based applications (2 - 2.5)

Build Desktop Applications (0.5 - 1)

Build Web Applications (0.5 - 1)

OOP

File System

Advanced OOP techniques

Simple class
Fields and access modifiers
Properties
Constructors
Methods
Extending a class
Modifying child classes
Overriding properties
Overriding methods
Composite classes
Interfaces
Composition to share logic
Modular code
Generics

Multithreading

Data Types

Design Patterns

Data structures

WPF

Build GUI
Program logic

Databases/SQL

Entity Framework

Store & retrieve data

LINQ

HTML

CSS

Bootstrap

JS Basic

Basic FE Technologies, build web sites

ASP.NET Core MVC

Program logic
Glue together the other technologies

Databases/SQL

Entity Framework

LINQ

Store & retrieve data

Basic BE Technologies

JS advanced

React

Angular

Advanced FE technologies