

Unit I

Creation of C#: C# family tree,, Relationship in .NET Framework,CLR, Managed vs unmanaged code, CLS ;

Overview of C#:Object oriented programming, executing the program in IDE & command line compiler;

Data types, Literals and variables: Important data type, integers, floating- point, the decimal type, characters, the bool type; Literals; Variables, type conversion & casting, type conversion in Expressions.

Unit II

Operators: Arithmetic operators, Relational & Logical operators, Assignment operators, Bitwise operators,

Control Statements: IF statements, Switch Statement, For loop, While loop, Do- while l loop, foreach loop, Break, Continue, goto.

Classes, Objects and Methods:Class fundamentals, creation of objects, Methods, Constructors and Destructors, new operator, this keyword.

Unit III

Arrays & strings:One-dimensional array, Muti-dimensional array, Jagged arrays, Strings.

Closer look at methods & classes:Method overloading, overloading constructors, the Main () method, Recursion.

Operator overloading: Operator overloading fundamentals,Operator overload on built-in types,overloading relational operators, logical operators, Enabling short-circuit operators.

Unit IV

Inheritance: Basics, Member access & inheritance, Virtual Methods and overriding, Abstract Classes.

Interfaces, Structures & Enumerations:interfaces, interface references, interfaces can be inherited;Structures.

Unit V:

Exception Handling:Exception handling fundamentals, using multiple catch statements, catching all exception, nesting try blocks, throwing an exception, using finally.

I/O: The Stream classes, console I/O.

Reference Books

1. Herbert Schildt, TheComplete Reference. C# 2.0, Tata McGraw-Hill Edition 2006.
2. Jesse Liberty. Learning C#, O'reilly publications,2002.