


C# Types, Objects, and Namespaces

Objectives



After completing the assigned readings and exercises, you should understand:

1. The definition of a *class* and an *object* in object oriented programming
2. Components of a class, including:
 1. Access Modifiers
 2. Member Variables
 3. Properties
 4. Constructors
 5. Methods
 6. Events
3. Advanced class topics, including:
 1. Aggregation
 2. Inheritance
 3. Static Members
 4. Casting Objects
 5. Partial Classes
 6. Generics
4. .NET Types, including value and reference types
5. Namespaces and assemblies

Readings/Materials (to be read BEFORE class)

- MacDonald Chapter 2 (background material to be covered on your own) and Chapter 3
- [Martian Rover Curiosity](#) 

Assignment(s)

- Complete the code repository exercises associated with this module
 - [Instructions](#) 
 - [Starting Files](#) 
- Complete readings for next class period (see course calendar)