C# Basics. Theory. Part I.

Topic	Recommended reading
Naming conventions for C#/.Net	Naming Guidelines on MSDN: https://msdn.microsoft.com/en-us/library/ms229002(v=vs.110).aspx
Basic object-oriented design principles	See a short GRASP presentation attached to week 1: http://distedu.ukma.edu.ua/file.php/203/GRASP.pdf
C# basics: types, variables, expressions, statements; control constructs (if, for, while etc).	C# in a Nutshell. Chapter 2: C# Language Basics
C# types: classes, interfaces, structs, enums, generics; inheritance.	C# in a Nutshell. Chapter 3: Creating Types in C#
Manipulating common types: strings, regular expressions, dates, tuples, enums; objects equality and comparison.	C# in a Nutshell. Chapter 6: Framework Fundamentals: String and Text Handling Dates and Times Formatting and Parsing Enums Tuples Equality Comparison Order Comparison Chapter 26: Regular Expressions