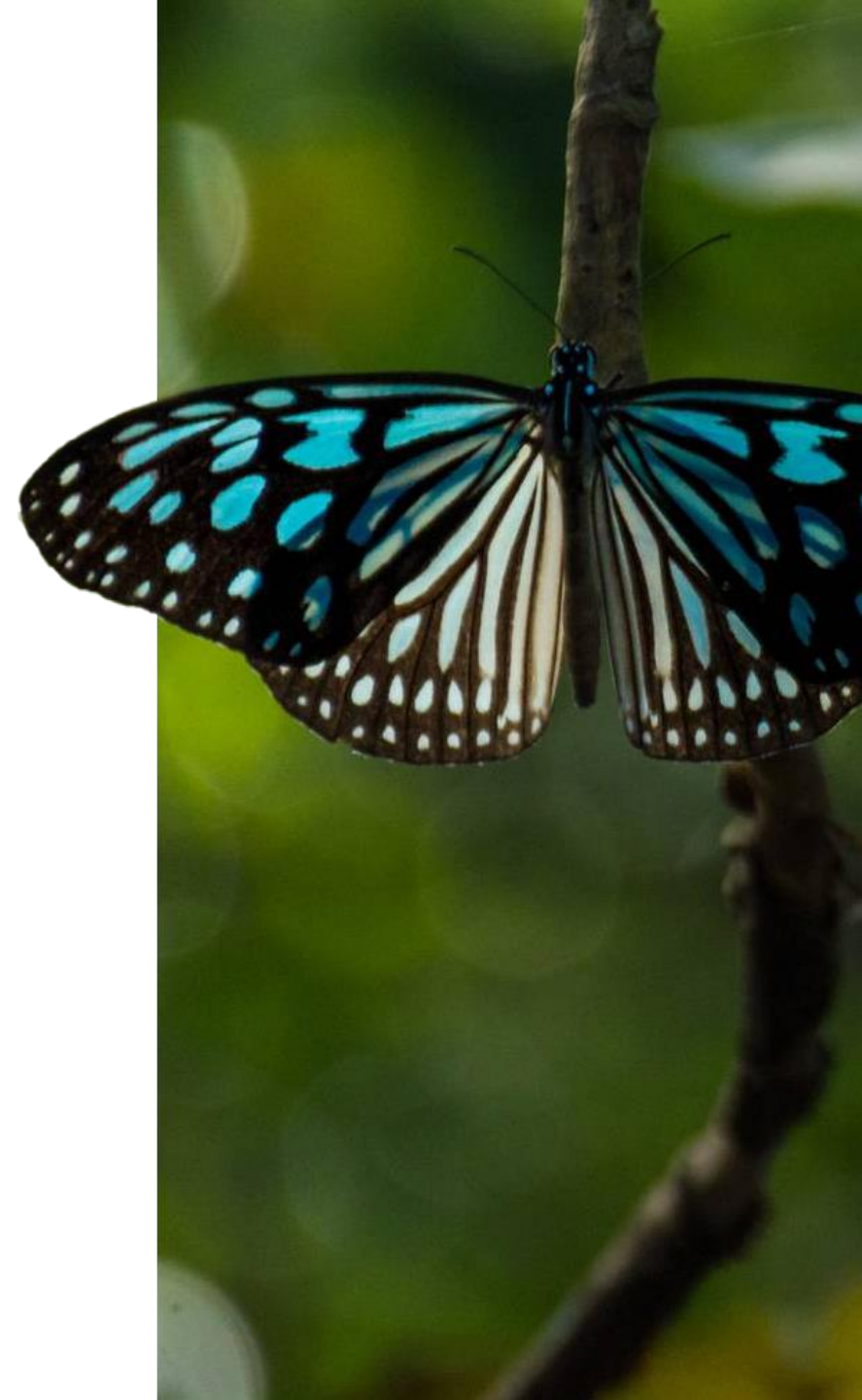


Workshop by Jay (Vijayasimha BR)

C# ESSENTIALS WITH SOLID PRINCIPLES

Beginner programming for students

For Bucks College Group



course description

In this course, you will learn the very basics of programming in C sharp aka C# with SOLID Principles



Lesson 1 outline

Topic 1: install VS Code and related extensions

Topic 2: GitHub account and git usage

Topic 3: introduction to programming and some basic code



Lesson 2 : S in SOLID

Topic 1: single-responsibility principle (SRP)

Topic 2: necessary coding concepts to learn SRP



Lesson 3 : O in SOLID

Topic 1: Open-closed principle

Topic 2: necessary coding concepts to learn
Open-closed principle



Lesson 4 : L in SOLID

Topic 1: Liskov substitution principle

Topic 2: necessary coding concepts to learn
Liskov substitution principle



Lesson 5 : D in SOLID

Topic 1: Dependency inversion principle

Topic 2: necessary coding concepts to learn
Interface segregation principle

NOTE: The most advanced principle in programming for beginners. Allow yourself many days/weeks to understand this slow over time



Lesson 6 and onward

Topic 1: summarizing and code clarifications

Topic 2: future learning plan for students

Topic 3: discussion about programming and software developer life, career and other questions about the future

About Programming Tutor

Jay (Vijayasimha BR)

jay@thechalakas.com

<https://github.com/Jay-study-nildana>