# Day 8

## The one link you need to recall

https://ddls.to/20483



## Do this every day BEFORE the class starts (takes about 15 minutes) (http://ddls.to/everyday)

- 1. Launch Lab01.
- 2. Login to Lab01 as Admin.
- 3. While in the Lab01 environment,
  - i. run cmd.exe from the Windows Start button.
  - ii. Run the command git clone --depth 1 https://github.com/Mark-AIICT/CAD-2.git C:\Users\Admin\Desktop\MarksFiles
  - iii. Navigate to C:\Users\Admin\Desktop\MarksFiles\setups, then right-mouse click bootstrap.cmd and run as administrator
  - iv. While it's running, Sign in to Visual Studio on the Lab Environment. You can use any Microsoft account.
  - v. When the script end it reboots the Virtual Machine. That's necessary.
  - vi. Save the lab. (the save link is at the top right of the screen in the dropdown menu)

#### Course Outline

- Module 1: Review of Visual C# Syntax
- Module 2: Creating Methods, Handling Exceptions, and Monitoring Applications
- Module 3: Basic Types and Constructs of Visual C#
- Module 4: Creating Classes and Implementing Type-Safe Collections
- Module 5: Creating a Class Hierarchy by Using Inheritance
- Module 6: Reading and Writing Local Data
- Module 7: Accessing a Database

Creating and Using Entity Data Models

Querying Data by Using LINQ

"what is a database?"

**Styles** 

-relational

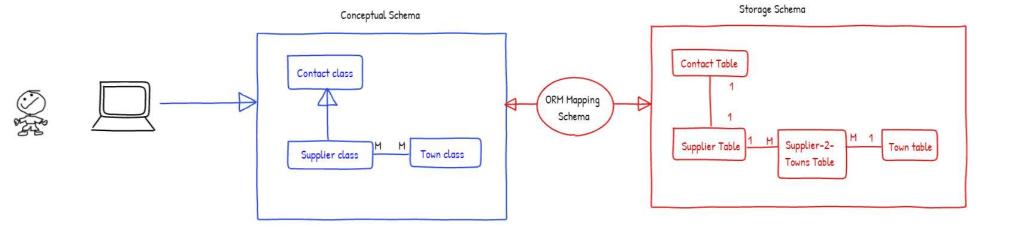
-key\value

-wide column

-network

-hierarchical

- stores data
- electronic/digital storage
- has a physical and logical architecture
- can search/query data
- supports create/read/update/delete
- has a schema storage mechanism

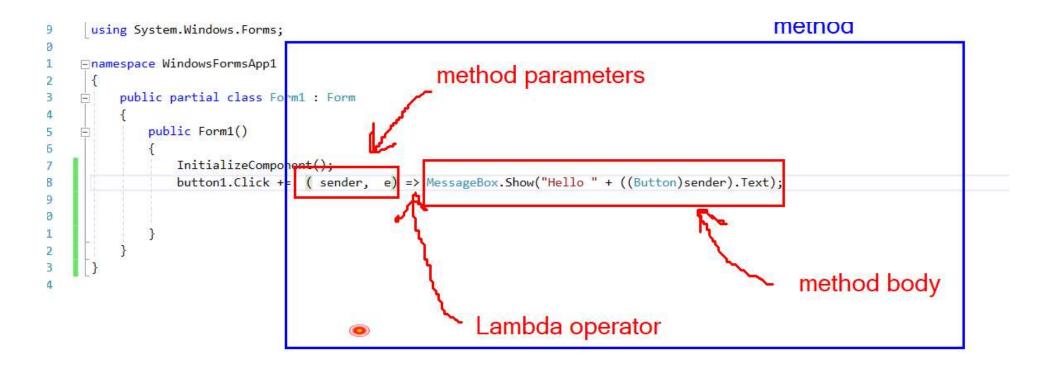


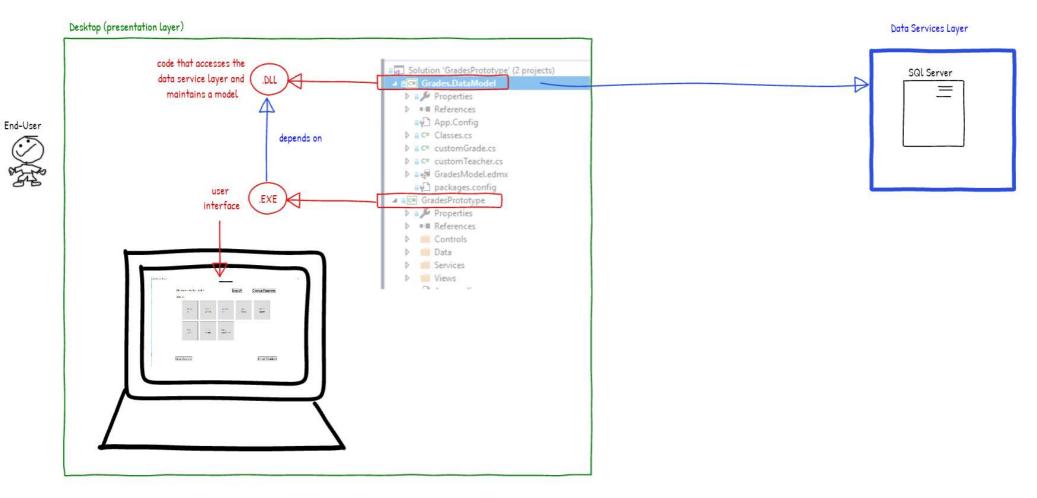
# Lesson 1: Creating and Using Entity Data Models

- Introduction to the ADO.NET Entity Framework
- Using the ADO.NET Entity Data Model Tools
- Customizing Generated Classes
- Reading and Modifying Data by Using the Entity Framework

### Lesson 2: Querying Data by Using LINQ

- Querying Data
- Querying Data by Using Anonymous Types
- Forcing Query Execution





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- Module 7: Accessing a Database
- Module 8: Accessing Remote Data (I'm replacing this with a better module)
- Module 9: Designing the User Interface for a Graphical Application
- Module 10: Improving Application Performance and Responsiveness
- Module 11: Integrating with Unmanaged Code
- Module 12: Creating Reusable Types and Assemblies
- Module 13: Encrypting and Decrypting Data