

	Subject	Date	Time
<b>1</b>	<b>Basics of C# Programming</b>		
1.1	C# language and .NET platform	3.01.24	18:00
1.2	Variables		
1.3	Data types		
1.4	Static variables and constants		
1.5	Working with the console application		
1.6	Arrays		
1.7	C# arithmetic/comparison operations		
1.8	If else and Switch case constructions		
1.9	Loops (For, Foreach, While, Do-while)	4.01.24	18:00
1.10	Methods		
1.11	Method with params parameter		
1.12	Ref and Out keywords in methods		
1.13	Local and recursive function		
1.14	Tuple and Enum		
<b>2</b>	<b>Classes, structures and namespaces</b>		
2.1	Classes and objects	9.01.24	18:00
2.2	Constructors, initializer, and destructors		
2.3	Fields and properties		
2.4	Method and static method in class		
2.5	Structures		
2.6	Record type		
2.7	Namespace and global namespace		
2.8	Partial and extended classes	11.01.24	18:00
2.9	Value types and reference types		
2.10	Nullability in value types and reference types		
2.11	Accessibility of the class and class members		
<b>3</b>	<b>Improve searching and designing knowledges</b>		
3.1	How to search/find what you need?		
3.2	How to use AI chats correctly?		
3.3	Select a project to atomize your organization		

<b>4</b>	<b>Delegates, Events, and Lambdas</b>	16.01.24	18:00
4.1	Delegates and using of that		
4.2	Action and Func Delegates		
4.3	Anonymous Methods		
4.4	Lambdas		
4.5	Events		
<b>5</b>	<b>Object-Oriented Programming (OOP)</b>		
5.1	What is OOP and its concepts in C#?	18.01.24	18:00
5.2	Inheritance		
5.3	Abstract Classes		
5.4	Read-only Properties in a Class		
5.5	Virtual Methods and Properties		
5.6	Hiding, Overriding, and Abstract Methods	23.01.24	18:00
5.7	Interfaces		
5.8	Interface Inheritance		
5.9	Generic Classes	25.01.24	18:00
5.10	Generic Methods		
5.11	Generic Properties		
<b>6</b>	<b>Collections and LINQ queries</b>		
6.1	List<T>	30.01.24	18:00
6.2	Dictionary<Tkey, Tvalue>		
6.3	ConcurrentDictionary<Tkey, Tvalue>		
6.4	Span<T>		
6.5	Queue<T>		
6.6	Stack<T>		
6.7	HashSet<T>		
6.8	IEnumerable<T> and IQueryable<T>		
6.9	LINQ-queries	1.02.24	18:00
	<b>Exam 1</b>	6.02.24	18:00
	Tests		
	Review projects		

<b>7</b>	<b>Entity Framework Core (ORM)</b>	8.02.24	18:00
7.1	Entity Framework Core		
7.2	Using Entity Framework Core in ASP.NET Core		
7.3	Modeling and creating tables		
7.4	Creating relationships between tables	13.02.24	18:00
7.5	CRUD with Entity Framework Core		
7.6	Repository pattern for CRUD operation		
7.7	Approaches for obtaining data: Eager, Lazy loading	15.02.24	18:00
7.8	Migration management		
<b>8</b>	<b>ASP.NET Core</b>	20.02.24	18:00
8.1	Introduction to ASP.NET Core		
8.2	Rules for creating routes		
8.3	Logging in ASP.NET Core		
<b>9</b>	<b>REST and API</b>	22.02.24	18:00
9.1	Introduction to REST		
9.2	Basic principles		
9.3	Http methods and responses		
<b>10</b>	<b>Multithreading</b>	27.02.24	18:00
10.1	Introduction		
10.2	Running Code Simultaneously		
10.3	Processes		
10.4	Threads		
<b>11</b>	<b>Parallelism</b>	29.02.24	18:00
11.1	Introduction		
11.2	Difference Between Concurrency and Parallelism		
11.3	Launching a New Thread		
<b>12</b>	<b>Asynchronous and Synchronous</b>	05.03.24	18:00
12.1	Introduction		

12.2	Difference Between Concurrency, Parallelism, and Asynchrony		
12.3	Async/await methods		
<b>13</b>	<b>Concurrency</b>		
13.1	Introduction		
13.2	Difference Between Concurrency and Multithreading		
13.3	Avoid of concurrency issue		
<b>14</b>	<b>Memory Management in .NET</b>	07.03.24	18:00
14.1	Value and reference types		
14.2	Stack and Heap		
14.3	Mutable and Immutable classes		
14.4	Boxing and Unboxing		
14.5	Garbage collector		
14.6	Small/Large Object Heap		
14.7	Managed and unmanaged code	12.03.24	18:00
14.8	Dispose Pattern		
14.9	Finalizer		
<b>15</b>	<b>SOLID</b>	12.03.24	18:00
15.1	Single Responsibility Principle		
15.2	Open-closed Principle		
15.3	Liskov substitution Principle		
15.4	Interface Segregation Principle		
15.5	Dependency Inversion Principle		
15.6	Use SOLID in real use cases	14.03.24	18:00
<b>16</b>	<b>Architectural/Design Patterns</b>	19.03.24	18:00
16.1	<a href="#">Introduction</a>		
16.2	Architectural patterns		
16.3	Creational design patterns		
16.4	Structural design patterns	26.03.24	18:00
16.5	Behavioral design patterns		
16.6	Repository, Strategy, Dependency Injection pattern		

<b>17</b>	<b>Dependency injection (DI)</b>	28.03.24	18:00
17.1	Introduction		
17.2	Dependency Lifecycle		
17.3	Service provider		
17.4	Creating your own services		
<b>18</b>	<b>Middlewares</b>	02.04.24	18:00
18.1	Introduction		
18.2	Creating a simple Middleware		
<b>19</b>	<b>Authorization and authentication</b>	04.04.24	18:00
19.1	Introduction		
19.2	Authorization and authentication methods		
19.3	Authorization and Authentication in REST		
19.4	Adding Authentication to ASP.NET Core (Bearer)		
19.5	Adding Authorization in ASP.NET Core		
19.6	JWT tokens		
19.7	Role of JWT in REST	09.04.24	18:00
19.8	Header, Payload, Signature in JWT		
19.9	Creating a server for generating JWT tokens		
<b>20</b>	<b>Request and Response</b>	11.04.24	18:00
20.1	Data transfer object (DTO)		
20.2	Using record		
20.3	Using the AutoMapper framework		
<b>21</b>	<b>Data Validation in ASP.NET Core</b>		
21.1	Introduction		
21.2	Creating services for validation		
21.3	Using the FluentValidation framework		
<b>22</b>	<b>MediatR and CQRS</b>		
22.1	Introduction		

22.2	ASP.NET Core: Request Handling		
	<b>Exam 2</b>		
	Tests		
	Review projects		
<b>23</b>	<b>Blazor</b>		
23.1	Introduction		
23.2	Blazor Web Assembly and Server		
23.3	Razor pages		
23.4	Create your first Blazor Web Assembly project		
<b>24</b>	<b>Blazor pages and templates</b>		
24.1	Creating pages and specifying the address		
24.2	Creating and applying a template		
24.3	Writing C# code inside a page		
<b>25</b>	<b>Blazor Authentication and Authorization</b>		
25.1	Introduction		
25.2	Creating a CustomAuthstateProvider		
25.3	Saving the token in local storage		
25.4	Authorization in pages		
<b>26</b>	<b>Blazor CRUD</b>		
26.1	Creating Pages and Project Templates		
26.2	Using TabBlazor		
26.3	Execution of CRUD warehouses		
<b>27</b>	<b>Test Driven Development Methodology</b>		
27.1	Creating a Project Using TDD		
27.2	TDD principles		
27.3	Practice: Creating a simple calculator using TDD		

<b>28</b>	<b>Unit testing</b>		
28.1	Using the NUnit framework		
28.2	Using the xUnit framework		
28.3	Mock testing		
28.4	Mocking using Moq		
28.5	Mocking using NSubstitute		
<b>29</b>	<b>Integration tests</b>		
29.1	Working with WebApplicationBuilderFactory		
29.2	Creating an HttpClient from a WebApplicationBuilderFactory		
29.3	EF Core configuration under different test environments		
29.4	Using services from WebApplicationBuilderFactory		
<b>30</b>	<b>DevOps – project publication</b>		
30.1	Introducing Azure		
30.2	Creating resources on Azure		
30.3	Create Azure Key Vault		
30.4	Creating a Resource API		
30.5	Creating SQL Server and Database		
30.6	Creating a Blazor Static Web App		
30.7	Creating a CI-CD for publishing		
	<b>Preparing for the Demo</b>		