|  |  |  |  |
| --- | --- | --- | --- |
| Basic Knowledge | Data Types |  | Methods, properties (get,set), delegates, Func, Action |
| Reference and value types |  |
| Variables |  |
| Constants |  |
| Functions |  |
| Bit wise operations | ok | And(&), or(|), xor , baza 2, shift right left |
| Programming language syntax | Conditional statements |  | &&, || , de Morgan !(a&b) == !a || !b |
| Loops |  |
| Events  *(Events, events handlers and listeners) – if applicable*  *Todo: create your own event, raise it, handle it* | ? |
| OOP | Classes   * Members * Properties * Assessors * Override * Overload * Static | ? | Definitie  explicatie  utilitate  exemple |
| Inheritance |  |
| Encapsulation |  |
| Polymorphism |  |
| Interfaces |  |
| Database | Tables |  |  |
| PK, FK |  |
| Select/Insert/Update/Delete |  |
| Stored procedures | ? |
| Data aggregation |  |
| Views | ? |
| Indexes | ? |
| Data access advanced | ORM – Entity Framework |  |  |
| Algorithms and data structures | Sorting |  |  |
| Grouping |  |
| Problem solving - basic |  |
| Data structures – basic  *(Lists, Collections, Dictionary, etc)* |  |
| [Recursion](https://en.wikipedia.org/wiki/Recursion) |  |  |
| Error handling | Exceptions and error handling | ? |  |
| Logging | ? |
| Threads | Background workers | - |
| Asynchronous operations (async/await) | - |  |
| Design Patterns and architecture | MVC/MVP/MVVM |  |
| Singleton |  |  |
| DRY |  |
| KISS |  |
| Single responsibility principle |  |
| Dependency Injection |  |
| Web services  *(SOAP/REST/JSON)* |  |  |
| SOA | UI client + services |  |  |
| User interface | Third party library  *(Telerik / DevExpress)* |  |  |
| UI and UX concepts |  |
| Layout |  |
| Grid |  |
| Dropdown |  |
| Autocomplete |  |
| Buttons |  |
| Checkboxes |  |
| Images |  |