Day 1: C# Core Concepts

Introductions and brief Q&A	15 minutes
Creating a GitHub Repository Fork	15 Minutes

C# 5.0 Concepts I	180 minutes		
Module	Topics	Duration	Elapsed time
Into to Visual Studio	Creating a project Editing code Running an app Debugging	10m	40m
Controlling flow	Decision making (if/switch) Looping (while/do/for/foreach)	10m	50m
Types and assemblies	Value vs reference types Assemblies Garbage collection	10m	60m
Exercise	Create a C# console app and writing to the console in a loop	15m	75m
Classes and objects	Classes Inheritance Fields Properties Methods Virtual methods Statics	20m	95m
Exercises / break	 Creating a class Defining a field and property Adding a method Creating an instance of our class 	15m ex 15m br	125m
Interfaces	Why use interfaces? Defining Interfaces in C# Implementing interfaces	10m	135m
Events	What are events? Inside an event Creating custom events	15m	150m
Exercises / break	 Define, implement, and fire an event 	15ex 45br	210m

C# 5.0 Concepts II		150 minutes		
Module	Topics		Duration	Elapsed time
Change Notification	Why use property notifications? Implementing INotifyPropertyChanged (INPC)		15m	225m
Exercises / break	•	Implement INPC in your class Implement an observer	20m	245m

Generics	Why use Generics? Creating a Generic Type Constraining the type of the generics	15m	260m		
Exercises / break	Create a generic type	15m ex 15m br	290m		
Iteration	IEnumerable foreach Yield return	15m	350m		
Collections	Arrays Lists Dictionaries Stacks and queues Sets	15m	305m		
Exercises	 Creating and using arrays, lists and dictionaries 	20m	325m		
Attributes	What are attributes? Applying an attribute Creating a custom attribute Accessing attributes through reflection	10m	335m		
Exercises / break	 Implement an enumerable using yield return 	10m	360m		