C# Professional: My projects

1. Custom Collections

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2. System collections

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3. IO programming

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4. Work with text. Regular expressions

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5. XML. Configuration files. Registry

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6. Reflection. Data encryption

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7. Attributes

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8. Serialization and deserialization. Serialization formats
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9. Memory management. Garbage collector
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10. Versioning. NVI template. Ad hoc polymorphism
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11. Threads. Synchronizing threads
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12. Synchronization with kernel objects and user mode constructs
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13. Asynchronous programming model
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14. TPL. Parallel programming
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15. Async & Await
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16. Application domains. NT services
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C# Essential: My projects

1. Introduction to OOP. Classes and objects

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2. Classes and objects. Class diagrams

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3. Inheritance and polymorphism

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4. Abstraction. Abstract classes and interfaces

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5. Arrays and Indexers

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6. Static and nested classes

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7. Structures and their varieties

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8. Structures and their varieties. Enumerations

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9. Delegates

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10. Generic templates

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11. Limitations of Generics

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12. Events

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13. Threads

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15. Handling exceptions

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16. Operators overloading

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17. Anonymous and dynamic types. LINQ.

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18. Namespaces. Preprocessor directives

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C# Starter: My projects

1. Introduction to .Net infrastructure

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2. Machine mathematics. Variables and data types

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3. Variables and data types

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4. Conditional constructions

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5. Logical and bitwise operations

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6. Cyclic designs

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7. Methods

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8. Methods. Recursion

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9. Arrays

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