.NET Developer Skillset Requirement

Fundamental of C#

- ☐ Naming Convention

- ☐ Data Type

- ☐ Type Casting,

- ☐ Operators

- ☐ Control flow

  - ☐ Selection Statement

    - ☐ if , switch

  - ☐ Iteration Statement

    - ☐ for , while , do while , for each

  - ☐ Jump Statement

    - ☐ break , continue , return , go to

- ☐ Function

- ☐ Call by value And Call by reference,

- ☐ Recursion,

- ☐ Static Keyword

- ☐ Constant and Read only

- ☐ Field and Properties

- ☐ Array

- ☐ Stack and heap memory

- ☐ Boxing and unboxing

- ☐ Linq

- ☐ Lambda

- ☐ Data Annotation

☐ Delegates

☐ File Handling

OOPs

☐ Class and Object

☐ Abstraction

☐ Inheritance

☐ Polymorphism

☐ Encapsulation

☐ Constructor

☐ Access Modifier

☐ Abstract Class

☐ Interface

☐ Partial class

☐ Sealed class

☐ Static class

.Net MVC Core

☐ Application Setup

☐ MiddleWare

☐ MVC

☐ ViewBag , ViewData, TempData

☐ Routing

☐ Filter and Attributes

☐ Application Life Cycle

☐ Authentication

☐ Authorization

☐ API

- ☐ Http Verb /Method
- ☐ ORM(Entity Framework Core)

Sql Server

- ☐ DDL ,DML
- ☐ Clauses
- ☐ Operator
- ☐ Join
- ☐ Indexing
- ☐ Function
- ☐ Stored Procedure
- ☐ Exception Handling
- ☐ Transaction Management
- ☐ View
- ☐ Trigger

Front End

- ☐ Html
- ☐ CSS
- ☐ Razor view
- ☐ Razor Component
- ☐ JavaScript
- ☐ JQuery
  - ☐ Selector
  - ☐ Event Handler , Function
  - ☐ AJAX
  - ☐ JSON

Exception Handling

- [ ] Try
- [ ] Catch
- [ ] Finally
- [ ] Throw

Design Pattern

- [ ] Dependency Injection
- [ ] Factory Design Pattern
- [ ] Repository Design Pattern
- [ ] Singleton

- [ ] Solid Principle
- [ ] DRY Principle

- [ ] Unit Testing