

Advanced C#

Introduction



Introduction

- Name
- Company Affiliation
- Title / Function
- Job Responsibility
- Programming Experience
 - C# 1.0, 2.0
- Expectations for the Course

Course Outline

1. C# 3.0 language features
2. LINQ to Objects
3. Optional and named parameters
4. Dynamic types
5. Interop & unsafe code

Facilities

Class Hours



Building Hours



Phones



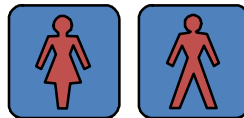
Parking



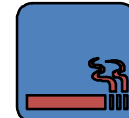
Messages



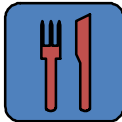
Rest Rooms



Smoking



Meals



Recycling

