**Dot-Net Technology**

Unit-1: Introducing C# and the .Net Framework

1. Object Orientation:
2. Type Safety
3. Memory Management
4. Platform Support
5. C# and CLR
6. CLR and .NET Framework
7. Other Frameworks
8. Framework Overview
9. .NET Standard 2.0
10. Applied Technologies

Unit-2: The C# Language Basics

1. Writing Console and GUI Applications
2. Identifiers and Keywords
3. Writing Comments
4. Data Types
5. Expressions and Operators
6. String and Characters
7. Array
8. Variables and Parameters
9. Statements
   1. Declaration
   2. Expression
   3. Selection
   4. Iteration
   5. Jump Statements
   6. Namespaces

Unit-3: Creating Types in C#

1. Classes
2. Constructors and Deconstructors
3. This Reference
4. Properties
5. Indexers
6. Static Constructors and Classes
7. Finalizers
8. Dynamic Binding
9. Operator Overloading
10. Inheritance
11. Abstract Classes and Methods
12. Base Keyword
13. Overloading
14. Object Types
15. Structs
16. Access Modifiers
17. Interfaces
18. Enums
19. Generics

Unite-4: Advance C#

1. Delegates
2. Events
3. Lambda Expressions
4. Exception Handling
5. Introduction of LINQ
6. Working with Databases
7. Writing Web Applications using ASP.NET