

CLR via C# Overview

Srikar Mylavarapu

Long Term Goals

- Have fun
- Focus on retention and "why"
- 1-2 chapters per session

Materials covered

- Book is really long and really dense
- There is no feasible way for me to get through all of it
- rationale for skips at bottom of this doc
- Expect about 1-2 chapters a week depending on difficulty of chapters, generalized notes/ideas for that week from me on the repo, and code examples/problems we can work through.
- Ideally, the only place you should have to check is the public FLASH_University Repo in github.com/microsoft/FLASH_University/CLR_Via_CSharp

My Goals

- Make it useful

Philosophy

- There are no stupid questions.
- I hate powerpoints. Especially outlines translated into powerpoints. But they have their use.

Expectations

- If you want to make the most of it, a copy of the book (available as an ebook via oreilly or physical) is probably a good idea (It is the source of truth)
- Have fun, let me know if things are working/not working
 - I am beginner (was a chemist [not sure how long I can keep using that])
 - I will make mistakes, feel free to correct me/ask questions at just about any time

Expected Schedule/topics (completely tentative)

Week 1

- Chapter 1: CLR Execution model + some background history
- Basic structure of an application

Week 2

- Chapters 4, 5

Srikar's Opinions on why certain things are skipped:

- Chapter 2,3
 - A little more advanced/not as hands on for teaching a "C# course"