

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. Some nodes are highlighted with blue circles, and others with blue dots. The lines are thin and gray, creating a mesh-like structure.


Introduction

Windows Programming Course

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of nodes connected by lines, with several nodes highlighted in blue.



Agenda

1. Lecturer's biography
 2. Course Objective
 3. Course Agenda
 4. Prerequisites
 5. Assessment methodology
 6. Learning methodology
 7. Final Project
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Lecturer's biography – Trần Minh Phước

Education

- © 2008-2013: Engineer at **Post and Telecommunication Institute of Technology**
- © 2014-2019: Master at **Vietnamese German University**

Experience

- © 2013-Now:

Developer:

- Develop and maintain high UI/UX desktop applications using WPF.
- Perform code review and take part in design discussion.

Team Leader:

- Manage and coach the team including performance management.
- Coordinate between off-shoring teams.
- Knowledge about Agile process.

Course Objective

- ◎ Building applications running on Windows operating system.
- ◎ Gaining the skills to use professional tools for application development, such as Visual Studio.
- ◎ Having ability to take the position of software development engineer in the business.
- ◎ Sharing practical experience in enterprise projects.

Course Agenda

The C# Language

- ◎ Overview about Microsoft .NET Framework
- ◎ Introduce the C# Language

Applications and Services

- ◎ Learn Windows Presentation Foundation
- ◎ Build Web Service
- ◎ Use Entity Framework

Prerequisites

- ◎ Object-Oriented Programming
- ◎ Tools:
 - Visual Studio (Basic)
 - GIT (Basic)

Assessment methodology

- ◎ Midterm examination (50%)
 - Attend more than 80% classes
 - Finish all hands-on excercies.
- ◎ Final examination (50%)
 - Final project

Learning methodology

- ◎ Before each lesson:
 - Students read course materials
- ◎ After each lesson:
 - Finish hands-on exercises
 - Research more examples/advance knowledge on the Internet
- ◎ There is a Q&A section in the last 15 min of theoretical classes, feel free to raise your questions.

Avoid copying code without understanding.

Final Project

- ◎ Final projects:
 - Build Student Information Management.
 - ◎ Follow steps in hands-on labs.
 - Build a high UX/UI application
 - ◎ Use a free API at <https://rapidapi.com/> to build a rich UI/UX application.

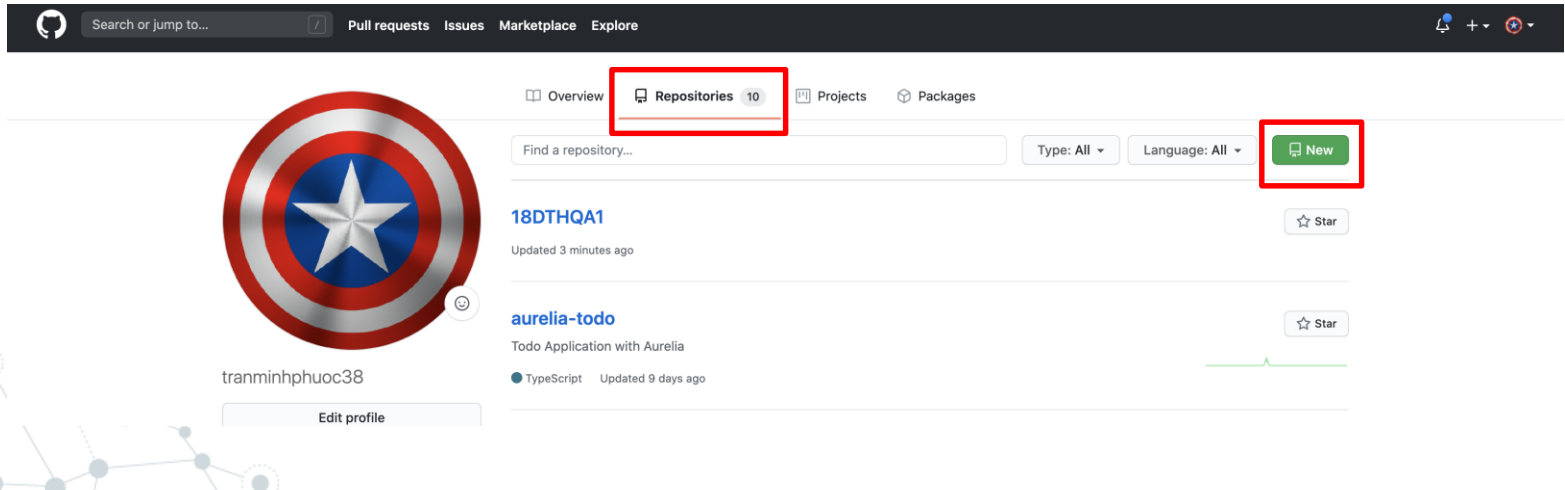
Final project (cont.)

© A high UX/UI application



Submit Hands-on Exercise

Register a GIT account on <https://github.com/>
Create a repository (Private mode) and name it:
WindowsProgrammingExercises



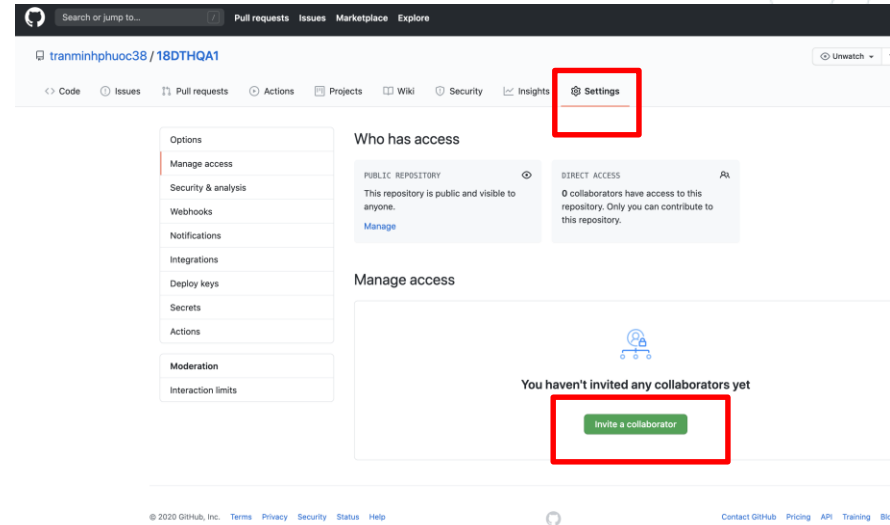
Submit Hands-on Exercise (cont.)

Grant access to me:

- Click the button Invite a collaborator
- Enter my email:
tranminhphuoc@gmail.com

Submit your GitHub link on

<https://forms.gle/bAzzJtuFu3T8w98F7>



Submit Hands-on Exercise (cont.)

Submit your hands-on exercise

- Clone the repo **WindowsProgrammingExercices** to your pc
- Create a new folder for each exercise follow the naming:

[Lesson number]_Exercise[number]

e.g.: 01_Excercise, 02_Excercise1, 02_Excercise2...



Thanks!

Any questions?

You can find me at:
tranminhphuoc@gmail.com