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## 1 CE103 Algorithms and Programming I

## 2 Week-7

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## 3 C# Functional Console Programming

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We will follow the following topics

- [Learn C# Programming](#)

Books

[Free C# Programming Book](#)

[free-programming-books/free-programming-books-langs.md](#) at master · EbookFoundation/free-programming-books · GitHub

### 3.1 Extras

[Creating a Simple Dynamic-Link Library - Win32 apps | Microsoft Docs](#)

[Dynamic-Link Library Creation - Win32 apps | Microsoft Docs](#)

[Exporting from a DLL | Microsoft Docs](#)

[Exporting from a DLL Using DEF Files | Microsoft Docs](#)

[How to create a DLL library in C and then use it with C# - CodeProject](#)

[DLL - How to Write](#)

[DLL - Dynamic Link Library in C - Steps to Create and Use](#)

[https://www.codementor.io/@a\\_hathon/building-and-using-dlls-in-c-d7rrd4caz](https://www.codementor.io/@a_hathon/building-and-using-dlls-in-c-d7rrd4caz)

[DLL Injection - free code corner](#)

GitHub - dennisbabkin/InjectAll: Tutorial that demonstrates how to code a Windows driver to inject a custom DLL into all running processes. I coded it from start to finish using C++ and x86/x64 Assembly language in Microsoft Visual Studio. The solution includes a kernel driver project, a DLL project and a C++ test console project.

Coding Windows Kernel Driver - InjectAll - Making the Visual Studio solution for DLL injection into all running processes.

### 3.2 Others

`std::dec`, `std::hex`, `std::oct` - [cppreference.com](http://cppreference.com)

`std::setbase` - [cppreference.com](http://cppreference.com)

C++ Tutorial: Multi-Threaded Programming - Thread for Win32 - 2020

1. Csharp Programming
  - a. Introduction
  - b. C# Hello World
  - ii. C# Keywords & Identifiers
  - iii. C# Variables
  - iv. C# Operators
    - v. C# Basic I/O
    - vi. C# Expressions & Statements
    - vii. C# Comments
      - b. Flow Control
        - c. C# if..else
        - ii. C# for loop
        - iii. C# while loop
        - iv. C# foreach loop
          - v. C# switch statement
          - vi. C# ternary operator
          - vii. Exception Handling
          - viii. Other Topics
          - ix. C# Bitwise Operators
          - x. C# Preprocessor Directives
          - xi. C# Namespaces

xii. C# Partial Class & Method