

TEKLRN

C# LEVEL 28

1. Object-Oriented programming (C#)
2. Classes and objects
3. Class members
4. Properties and fields
5. Methods
6. Constructors
7. Finalizers
8. Events
9. Nested classes
10. Access modifiers and access levels
11. Instantiating classes
12. Static Classes and Members
13. Anonymous types
14. Inheritance
15. Overriding Members
16. Interfaces
17. Generics
18. Delegates