

Guerrilla .NET 4.5

building applications with C#

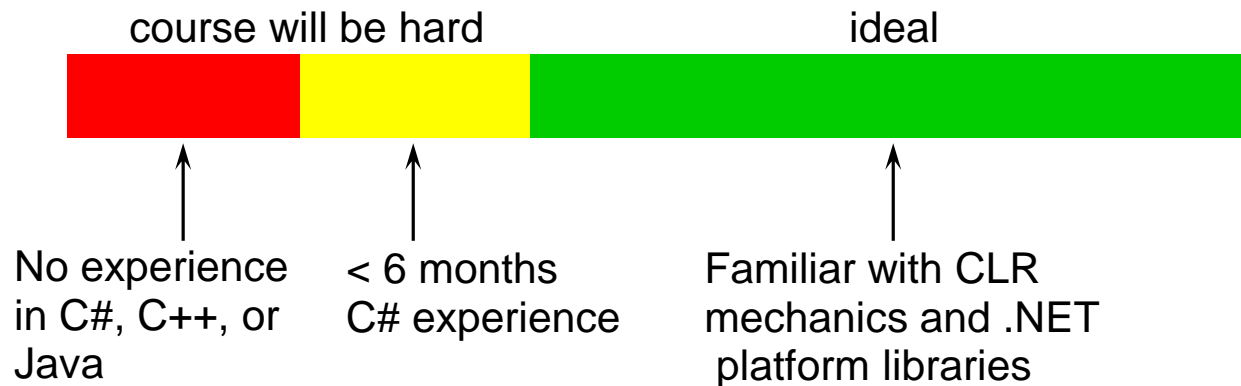


DEVELOPMENTOR

DEVELOPING PEOPLE WHO DEVELOP SOFTWARE

Course prerequisites

- **You should be familiar with the .NET platform**
 - have some experience with C# and the .NET class libraries



Course goals

- **Topics**

- learn "in the trenches" coding and development techniques
- learn how to build .NET applications using the latest libraries
- see what's new in .NET 4.5

- **Practice**

- gain experience through lab exercises

- **Fun**

- code Challenges
- social events



What to Expect

- **Day 1**
 - Language Mechanics
 - Entity Framework
 - XAML UI
 - Unit Testing
- **Day 2**
 - Entity Framework and Repository Pattern
 - ASP.NET MVC
 - XAML based UI and Data
 - WCF Architecture



What to Expect (cont.)

- **Day 3**
 - Tasks unified API for threading
 - Thread Safety
 - Parallel Programming
 - Async and Await
- **Day 4**
 - Building REST based services
 - Memory and Resource Management
 - Power Debugging
 - Mocking out Dependencies



What to Expect (cont.)

- **Day 5**
 - Reactive Framework
 - SignalR
 - TPL Data Flow



Logistics

- **Hours**
- **Food**
- **Materials**
- **Facilities**

