## **Table of Contents**

Ιn	troduction
Ch	napter 1 The Visual Studio 2015 Environment
	1.1 Introduction
	1.1.1 What's new in VS2015?
	1.2 Obtaining the Visual Studio software
	1.3 The Visual Studio development environment20
	1.3.1 The Form
	1.3.2 The Code Editor
	1.3.3 The Toolbox
	1.3.4 The properties and events box24
	1.4 Your First C# Program
	1.4.1 Hello World
	1.4.2 Copying the project
	1.4.3 Common errors
	1.4.4 Properties exercises
	1.5 The Solution Explorer32
	1.6 Program execution
	1.7 Number conversion
	1.8 Exercise: Simple calculator
	1.9 A Console Application
	1.10 Windows Presentation Foundation (WPF) applications
	1.11 Self Assessment Exercises
	1.12 Summary
Ch	napter 2 Common controls, properties and events41
	2.1 Introduction
	2.2 The Button
	2.3 The TextBox
	2.3.1 Dealing with text in a TextBox42
	2.4 The ListBox control
	2.5 The CheckedListBox

	2.6 The CheckBox
	2.7 The RadioButton
	2.8 The NumericUpDown control46
	2.9 Displaying Images – the PictureBox control
	2.10 Focus and TabIndex
	2.11 Even more controls
	2.12 The Web browser control
	2.13 The Containers controls
	2.14 Listing controls
	2.15 Exercise: Dating registration form
	2.16 Self Assessment Exercises
	2.17 Summary
Ch	napter 3 Dialogs and forms
	3.1 Introduction
	3.2 User messages – The Message Box Dialog
	3.2.1 Message Reply
	3.3 Creating your own dialogs - Prompting for input
	3.3.1 User input - Adding forms exercise
	3.4 Splash forms and the Timer control
	3.5 Accessing controls on other forms
	3.6 Self Assessment Exercises
	3.7 Summary
Ch	apter 4 The C# Language – the basics
	4.1 Introduction
	4.2 Declarations - Variables and data type identifiers
	4.2.1 Naming convention
	4.2.2 Some declaration examples:
	4.3 Assignments and operators
	4.3.1 Shortcuts
	4.4 Comments
	4.5 Converting (casting) data types
	4.6 Characters and strings

	4.7 Escape sequences
	4.8 Logical operations – Boolean data type
	4.9 Mathematical Functions
	4.10 Date and Time
	4.10.1 DateTime properties and methods
	4.11 Nullable data type declaration – '?'
	4.12 Scope
	4.12.1 Block scope
	4.12.2 Procedure scope
	4.12.3 Class scope
	4.13 Self Assessment Exercises
	4.14 Summary
Ch	apter 5 The C# Language – arrays, structures and strings
	5.1 Introduction
	5.2 Arrays
	5.3 Multidimensional arrays
	5.4 Structures
	5.4.1 The public declaration
	5.5 Character arrays and strings
	5.6 String manipulation
	5.7 String conversion
	5.8 String methods
	5.8.1 The Contains( ) method83
	5.8.2 The Substring( ) method
	5.8.3 The IndexOf and IndexOfAny( ) methods
	5.8.4 Dealing with spaces- the Trim and Remove methods
	5.8.5 The Replace method
	5.8.6 The Split method - parsing strings85
	5.8.7 Upper and lower case methods
	5.8.8 Padding strings
	5.9 Dynamic Arrays: The ArrayList Class
	5.10 Collections – the System.Collection.Generic namespace

	5.11 Self Assessment Exercises
	5.12 Summary
Ch	apter 6 Program Flow, Loops and Decisions95
	6.1 Introduction
	6.2 The if statement
	6.2.1 The if else statement
	6.2.2 The if else shortcut
	6.2.3 The ?? null-coalescing operator
	6.2.4 The ?. and ?[] operators98
	6.3 The switch statement98
	6.3.1 The goto statement
	6.3.2 Switching on a string variable
	6.4 Looping - The for (and forr) statements
	6.4.1 Code snippets
	6.4.2 The foreach statement
	6.5 The while and do-while statements
	6.6 Exceptions. The try-catch code
	6.7 Application.DoEvents method
	6.8 Self Assessment Exercises
	6.9 Summary
Ch	apter 7 Object oriented programming: Classes and methods
	7.1 Introduction
	7.2 Method declaration
	7.3 Parameter passing
	7.4 Pass by reference – ref and out keywords
	7.5 Scope of a method – private and public
	7.6 Recursive methods
	7.7 Calling an event
	7.8 Classes and Namespaces
	7.9 Self Assessment Exercises
	7.10 Summary

Ch	napter 8 Object oriented programming – creating objects	19
	8.1 Introduction	19
	8.2 Creating Objects	20
	8.3 Constructors	23
	8.4 The object's ToString method	25
	8.5 Overriding	25
	8.6 Adding Methods to a class	25
	8.7 Method overloading	26
	8.8 Static classes	27
	8.9 Inheritance	28
	8.10 Overriding methods	30
	8.11 GetType methods	33
	8.12 Interfaces	33
	8.13 Self Assessment Exercises	33
	8.14 Summary	34
Ch	napter 9 File handling and menu dialogs $\dots$ 1	35
	9.1 Introduction	35
	9.2 File Types – Text or Binary	35
	9.2.1 Text Files	35
	9.2.2 Binary Files - Typed and Untyped files	35
	9.3 File Dialog Boxes and MenuStrip control	35
	9.3.1 The MenuStrip control – a simple RichTextBox editor	36
	9.3.2 The OpenFileDialog	37
	9.3.3 The SaveFileDialog	38
	9.3.4 Open and Save Dialog Box properties	39
	9.3.5 File error handling	39
	9.4 Adding Menu items – About box	40
	9.5 PrintDialog boxes	41
	9.6 RichTextBox editor: cut, paste copy and find	42
	9.7 File and Directory classes	42
	9.8 File handling example	43
	9.8.1 Using StreamWriter and StreamReader objects	43

9.8.2 Using BinaryReader and BinaryWriter objects
9.9 Self Assessment Exercises
9.10 Summary
Chapter 10 Graphics and Multimedia
10.1 Introduction
10.2 Drawing Graphics
10.3 The Paint event
10.4 Drawing on the form
10.5 The Pen
10.5.1 Line end caps
10.6 The Brush
10.7 Drawing Text15
10.8 Basic Shapes
10.9 Other shapes – arcs, pies, polylines and polygons
10.10 Drawing Graphs and Charts
10.11 Multimedia applications
10.11.1 MediaPlayer events
10.12 Launching Windows applications
10.13 Self Assessment Exercises
10.14 Summary
Chapter 11 Debugging
11.1 Introduction
11.2 Writing to the Debug Window
11.3 Using the Debugger
11.3.1 Setting a breakpoint16
11.3.2 Pausing the Program16
11.4 Conditional Breakpoints
11.5 Restarting – Stepping through your code
11.6 The breakpoint windows
11.6.1 The Local and Auto windows
11.6.2 Watch window
11.6.3 The Immediate window

	11.6.4 The Call Stack	L69
	11.7 Diagnostic Tool Window	L70
	11.8 Performance Tips (PerfTips)	L71
	11.9 IntelliTrace	L72
	11.10 Self Assessment Exercises	L72
	11.11 Summary	L72
Ch	apter 12 Threading	L <b>73</b>
	12.1 Introduction	L73
	12.2 Threads	L73
	12.3 Writing Thread Code	L74
	12.4 Thread sleeping example	L75
	12.5 Multiple Threading example	L76
	12.6 Accessing form controls from threads	L77
	12.7 Asynchronous programming - await, async	180
	12.8 Other thread considerations	l81
	12.9 Self Assessment Exercises	l81
	12.10 Summary	l81
Ch	apter 13 Internet Applications	183
	13.1 Introduction	183
	13.2 Client-Server communication	183
	13.3 TCP and UDP	183
	13.4 Creating a TCP server	183
	13.5 Threads	L84
	13.6 Creating a TCP client	L84
	13.7 TCP Client-Server application	185
	13.8 TCP Client Code	188
	13.9 UDPClient communications – A chat program	190
	13.9.1 UDPClient.Send()	l91
	13.9.2 UDPClient.Receive()1	191
	13.9.3 UDP program threads1	191
	13.9.4 UDP design	192
	13.9.5 UDP server code	L92

	13.9.6 UDP client code	. 194
	13.10 A Local Chat program	. 195
	13.10.1 The Second Chat program	. 196
	13.11 Remote Chat program	. 197
	13.12 Web requests	. 198
	13.13 E-mail communications	. 200
	13.14 File transfer protocol	. 201
	13.15 Self Assessment Exercises	. 202
	13.16 Summary	. 202
Ch	apter 14 Introduction to Databases	203
	14.1 Introduction	. 203
	14.2 A typical database	. 203
	14.3 Dealing with Databases	. 203
	14.3.1 Viewing a database in C#	. 204
	14.4 Creating a new database	. 207
	14.4.1 Adding the database tables	. 208
	14.5 Adding relationships – linking the tables	. 211
	14.6 Adding data to the tables	. 212
	14.7 Self Assessment Exercises	. 214
	14.8 Summary	. 214
Ch	apter 15 Displaying databases	215
	15.1 Introduction	. 215
	15.2 The dataset, data binding and ActiveX Data Objects (ADO.NET)	. 215
	15.3 Displaying database information	. 215
	15.3.1 DataGridView	. 217
	15.3.2 Details view	. 219
	15.4 Viewing the data set	. 220
	15.5 Structured Query Language (SQL)	. 221
	15.6 Query Builder	. 223
	15.7 LINQ Queries	. 224
	15.8 Self Assessment Exercises	. 226
	15.9 Summary	. 227

Cha	pter 16 Accessing a database with code	229
	16.1 Introduction	229
	16.2 Creating the database	229
	16.3 Displaying the database	231
	16.4 Accessing the database from code	233
	16.4.1 Update the Database	235
	16.5 A WPF database	236
	16.6 Self Assessment Exercises	237
	16.7 Summary	237
Cha	pter 17 Plotting and Charts	239
	17.1 Introduction	239
-	17.2 The Chart control	239
	17.3 Chart elements	240
1	17.4 Column Chart example	240
	17.5 Plotting points	243
1	17.6 Drawing a graph	244
	17.6.1 Adding a second plot	246
	17.7 Displaying database data on a chart	248
	17.8 Dynamic data display	250
	17.9 Self Assessment Exercises	251
	17.10 Summary	252
Cha	pter 18 Dynamic link libraries (DLL) and using Windows API	253
-	18.1 Introduction	253
	18.2 Writing a DLL	253
	18.3 Calling the DLL	254
	18.4 Static Classes	255
-	18.5 Windows Application Program Interface (API)	256
-	18.6 Using Win API calls	256
-	18.7 MessageBox API example	257
=	18.8 Playing sounds	258
	18.8.1 Which library?	258
-	18.9 Unsafe code	259

1	18.10 Measuring time	260
1	18.11 Self Assessment Exercises:	262
1	18.12 Summary	263
Cha	pter 19 Sound, Video and DirectX drivers	265
1	19.1 Introduction	265
1	19.2 DirectX	265
1	19.3 The DirectX components	265
	19.3.1 The DirectSound class.	265
	19.3.2 The DirectInput class	265
	19.3.3 Cooperative level	266
	19.3.4 The Buffers	266
	19.3.5 The input device	266
1	19.4 Playing sounds	267
1	19.5 Playing waveforms	269
1	19.6 Detecting input devices	271
1	19.7 Sound Capture	272
1	19.8 Sound capture program	272
1	19.9 Video Capture	275
	19.9.1 Video Capture Devices	276
	19.9.2 Video Capture Program	277
	19.9.3 Video Capture Preview	277
1	19.10 Streaming Video	278
1	19.11 Self Assessment exercises	278
1	19.12 Summary	279
Cha	pter 20 Smartphone apps for Android	281
2	20.1 Introduction	281
2	20.2 Obtaining the Xamarin software	281
2	20.3 Your First Android Application	281
2	20.4 Recap	287
2	20.5 Show Message application	287
2	20.6 Deploying your application	288
2	20.7 Self Assessment Exercises	290

20.8 Summary
Chapter 21 Example GPS location application
21.1 Introduction
21.2 GPS example
21.2.1 Procedure
21.2.2 Permissions
21.2.3 The GPS Code
21.2.4 Emulate, deploy and run298
21.3 SMS messaging
21.4 Sending an e-mail
21.5 Self Assessment Exercises
21.6 Summary
Chapter 22 Conclusion
Appendix A Obtaining the Visual Studio software
Appendix B Installing the Xamarin Software
Appendix C Summary of C# Commands
- 1