"What's New in C# 11 and 12 (with additional Tips 'n Tricks)"

Jesper Gulmann Henriksen

Kamstrup Onsite 24-04-2024 and Online 13-05-2024





Prerequisites

- Working knowledge of C# 10 and Visual Studio
 - Object-oriented development
 - Classes
 - Inheritance
 - Virtual methods
 - Extensions
 - Interfaces
 - Delegates
 - •
- ▶ An interest in all the newest features of C# ©



Course Contents

- ▶ Module 01: "Very Quick Recap of C# 8, 9, and 10"
- Module 02: "What's New in C# 11?"
- Module 02 Labs
- Module 03: "Newest Additions to C# 12"
- Module 03 Labs
- ▶ Module 04: "Code Better C#"
- Module 04 Labs
- Module 05: "Tips 'n Tricks"





Course Material

- Slides
- Examples for every module
- ▶ Labs (and lab solutions) for every module
- ▶ Links to resources





Practical Information

- ▶ The course day will be from 8.30 to 16.30
- Breaks
- Lunch

Any questions...?







