

uCertify

Course Outline

Beginning C# 7 Programming with Visual Studio 2017



20 May 2024

1. Course Objective
2. Pre-Assessment
3. Exercises, Quizzes, Flashcards & Glossary
Number of Questions
4. Expert Instructor-Led Training
5. ADA Compliant & JAWS Compatible Platform
6. State of the Art Educator Tools
7. Award Winning Learning Platform (LMS)
8. Chapter & Lessons
Syllabus
Chapter 1: Introduction
Chapter 2: Introducing C#
Chapter 3: Writing a C# Program
Chapter 4: Variables and Expressions
Chapter 5: Flow Control
Chapter 6: More About Variables
Chapter 7: Functions
Chapter 8: Debugging and Error Handling
Chapter 9: Introducing to Object-Oriented Programming
Chapter 10: Defining Class
Chapter 11: Defining Class Members
Chapter 12: Collections, Comparisons, and Conversions
Chapter 13: Generics
Chapter 14: Additional C# Techniques
Chapter 15: Basic Desktop Programming
Chapter 16: Advanced Desktop Programming
Chapter 17: Basic Cloud Programming
Chapter 18: Advanced Cloud Programming and Deployment

Chapter 19: .Net Standard and .Net Core

Chapter 20: ASP.Net and ASP.Net Core

Chapter 21: Files

Chapter 22: XML and JSON

Chapter 23: LINQ

Chapter 24: Databases

Chapter 25: Windows Communication Foundation

Chapter 26: Universal Apps

Videos and How To

9. Practice Test

Here's what you get

Features

10. Live labs

Lab Tasks

Here's what you get

11. Post-Assessment

1. Course Objective

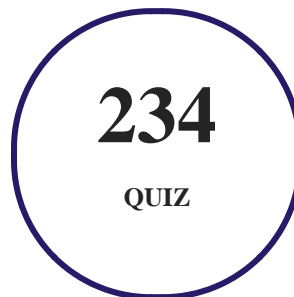
The Beginning C# Programming with Visual Studio 2017 course and lab will help you to learn C#. Lab simulates real-world, hardware, software, and command-line interface environments and can be mapped to any text-book, course, or training. This C# training course provides an understanding of concepts like functions, debugging, error handling, cloud programming, defining classes, defining class members, desktop programming, and more. The C# tutorial has the best learning resources to help you understand the basic and advanced C# concepts.

2. Pre-Assessment

Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

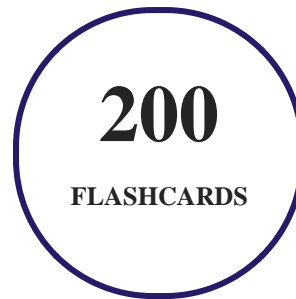
3. Quiz

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.



4. flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.



5. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.



6. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

7. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

8. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assessments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

9. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 7 years:

- **2014**
 1. Best Postsecondary Learning Solution
- **2015**
 1. Best Education Solution

2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

- **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

- **2018**

1. Best Higher Education LMS or Learning Platform
2. Best Instructional Solution in Other Curriculum Areas
3. Best Learning Relationship Management Solution

- **2019**

1. Best Virtual Learning Solution
2. Best Content Authoring Development or Curation Solution
3. Best Higher Education Learning Management Solution (LMS)

- **2020**

1. Best College and Career Readiness Solution
2. Best Cross-Curricular Solution
3. Best Virtual Learning Solution

10. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Introduction

- Who This Course Is For
- What This Course Covers
- How This Course Is Structured
- What You Need To Use This Course
- Conventions

Chapter 2: Introducing C#

- What is the .NET Framework?

- What is C#?
- Visual Studio 2017

Chapter 3: Writing a C# Program

- The Visual Studio 2017 Development Environment
- Console Applications
- Desktop Applications

Chapter 4: Variables and Expressions

- Basic C# Syntax
- Basic C# Console Application Structure
- Variables
- Expressions
- Exercises

Chapter 5: Flow Control

- Boolean Logic
- Branching
- Looping

- Exercises

Chapter 6: More About Variables

- Type Conversion
- Complex Variable Types
- String Manipulation
- Exercises

Chapter 7: Functions

- Defining and Using Functions
- Variable Scope
- The Main() Function
- Struct Functions
- Overloading Functions
- Using Delegates
- Exercises

Chapter 8: Debugging and Error Handling

- Debugging in Visual Studio

- Error Handling
- Exercises

Chapter 9: Introducing to Object-Oriented Programming

- What is Object?Oriented Programming?
- OOP Techniques
- OOP in Desktop Applications
- Exercises

Chapter 10: Defining Class

- Class Definitions in C#
- System.Object
- Constructors and Destructors
- OOP Tools in Visual Studio
- Class Library Projects
- Interfaces Versus Abstract Classes
- Struct Types
- Shallow Copying versus Deep Copying

- Exercises

Chapter 11: Defining Class Members

- Member Definitions
- Additional Class Member Topics
- Interface Implementation
- Partial Class Definitions
- Partial Method Definitions
- Example Application
- The Call Hierarchy Window
- Exercises

Chapter 12: Collections, Comparisons, and Conversions

- Collections
- Comparisons
- Conversions
- Exercises

Chapter 13: Generics

- What are Generics?
- Using Generics
- Variance
- Exercises

Chapter 14: Additional C# Techniques

- The :: Operator and the Global Namespace Qualifier
- Custom Exceptions
- Events
- Expanding and Using Cardlib
- Attributes
- Initializers
- Type Inference
- Anonymous Types
- Dynamic Lookup
- Advanced Method Parameters
- Lambda Expressions
- Exercises

Chapter 15: Basic Desktop Programming

- XAML
- The Playground
- Control Layout
- The Game Client
- Exercises

Chapter 16: Advanced Desktop Programming

- Creating and Styling Controls
- WPF User Controls
- The Main Window
- Putting it All Together
- Exercises

Chapter 17: Basic Cloud Programming

- The Cloud, Cloud Computing, and the Cloud Optimized Stack
- Cloud Patterns and Best Practices
- Using Microsoft Azure C# Libraries to Create a Storage Container

- Creating an ASP.NET 4.7 Web Site that uses the Storage Container
- Exercises

Chapter 18: Advanced Cloud Programming and Deployment

- Creating an ASP.NET Web API
- Deploying and Consuming an ASP.NET Web API on Microsoft Azure
- Scaling an ASP.NET Web API on Microsoft Azure
- Exercises

Chapter 19: .Net Standard and .Net Core

- Cross-Platform Basics and Key “Must Know” Terms
- What is .NET Standard, and Why Is It Needed?
- Referencing and Targeting Frameworks
- What Is .Net Core?
- Building and Packaging a .Net Standard Library
- Building a .Net Core Application with Visual Studio
- Porting from .Net Framework to .Net Core

Chapter 20: ASP.Net and ASP.Net Core

- Overview of Web Applications
- Which ASP.NET to Use and Why
- Using ASP.NET Web Forms
- Creating ASP.NET Core Web Applications

Chapter 21: Files

- File Classes for Input and Output
- Streams
- Monitoring the File System
- Exercises

Chapter 22: XML and JSON

- XML Basics
- JSON Basics
- XML Schemas
- XML Document Object Model
- Converting XML to JSON
- Searching XML with XPath
- Exercises

Chapter 23: LINQ

- LINQ to XML
- LINQ Providers
- LINQ Query Syntax
- LINQ Method Syntax
- Ordering Query Results
- Understanding the Orderby Clause
- Querying a Large Data Set
- Using Aggregate Operators
- Using the Select Distinct Query
- Ordering by Multiple Levels
- Using Group Queries
- Using Joins
- Exercises

Chapter 24: Databases

- Using Databases

- Installing SQL Server Express
- Entity Framework
- A Code First Database
- But Where Is My Database?
- Navigating Database Relationships
- Handling Migrations
- Creating and Querying XML from an Existing Database
- Exercises

Chapter 25: Windows Communication Foundation

- What Is WCF?
- WCF Concepts
- WCF Programming
- Exercises

Chapter 26: Universal Apps

- Getting Started
- Windows Universal Apps
- App Concepts and Design

- App Development
- Common Elements of Windows Store Apps
- The Windows Store
- Exercises

11. Practice Test

Here's what you get

56

PRE-ASSESSMENTS QUESTIONS

52

POST-ASSESSMENTS QUESTIONS

Features

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In

test mode, learners can take a timed test simulating the actual exam conditions. In review mode, learners can read through one item at a time without attempting it.

12. Live Labs

The benefits of live-labs are:

- Exam based practical tasks
- Real equipment, absolutely no simulations
- Access to the latest industry technologies
- Available anytime, anywhere on any device
- Break and Reset functionality
- No hardware costs

Lab Tasks

Introducing C#

- Sandbox Visual Studio 2017

Writing a C# Program

- Creating a Simple Console Application
- Creating a Simple Windows Application

Variables and Expressions

- Using Simple Type Variables
- Manipulating Variables with Mathematical Operators
- Finding the largest number

Flow Control

- Using Boolean Operators
- Using the if Statement
- Understanding operator precedence
- Using the if-else double-selection statement
- Using the switch statement
- Using the switch statement with the string
- Using the do-while Loop
- Using the while loop
- Using the while loop for printing the Fibonacci series
- Using the if-else statement within the while loop
- Understanding the do-while loop
- Using the do-while loop
- Using the for loop - Part 1
- Using the for loop - Part 2
- Obtaining the sum of even numbers using the for loop
- Using the nested for loop for printing a pattern

More About Variables

- Implementing Type Conversion
- Using an Enumeration
- Using a Struct
- Using an Array
- Understanding one-dimensional array
- Initializing an array and using linear search
- Converting a String to an Array
- Comparing strings
- Extracting a substring from a string
- Concatenating strings
- Converting a string to lower case
- Using the Replace function
- Converting a string to upper case
- Using the trim function

Functions

- Defining a Basic Function
- Exchanging Data with a Function
- Understanding functions - Part 1
- Understanding functions - Part 2
- Creating multiple arguments in a function
- Understanding the variable scope
- Using the delegate Keyword
- Using the delegate Keyword to Call a Function

Debugging and Error Handling

- Learning the using Statement
- Handling an Exception
- Using the finally Block

Introducing to Object-Oriented Programming

- Working with objects
- Understanding inheritance
- Using polymorphism
- Understanding constructor overloading
- Using Objects

Defining Class

- Defining Classes
- Using access modifiers
- Learning about Classes Versus Structs

Defining Class Members

- Using Fields and Properties
- Using Nested Classes

Collections, Comparisons, and Conversions

- Using Collections
- Implementing an Iterator
- Using the is Operator
- Using ArrayList

Generics

- Using a List
- Sorting a List

Additional C# Techniques

- Implementing a Lambda Expression

Files

- Creating a Sequential-Access Text File
- Reading Data from a Sequential-Access Text File
- Creating a Sequential-Access File Using Object Serialization

LINQ

- Converting LINQ to XML
- Creating a LINQ Program

Here's what you get

69

LIVE LABS

36

VIDEO TUTORIALS

13. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

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