

KOENIG SOLUTIONS • COURSE OUTLINE

Programming in C# (55339AC)

Learn to build C# applications, from core syntax and object-oriented design to data access, networking and graphical user interfaces.

5 Days

40 HOURS

9

MODULES

51

TOPICS

23

HANDS-ON ACTIVITIES

COURSE OVERVIEW

The Programming in C# (55339AC) course is an in-depth training program designed to equip learners with the foundational and advanced skills needed to develop applications using C#. Throughout the course, students will master C# syntax, starting with basic .NET applications, data types, and expressions, before moving on to more complex language constructs. The curriculum includes method definitions, overloading, and exception handling, coupled with practical labs such as developing and extending a class enrolment application. As learners progress, they'll delve into C# language concepts, structures, collections, events, and classes, including interfaces and generics. They'll also explore inheritance, polymorphism, and class hierarchies, ensuring they are well-versed in object-oriented programming principles. The course also covers essential topics like file I/O, database access using Entity Framework and LINQ, network programming, and constructing graphical user interfaces with data binding and styling. Advanced topics include application performance with multitasking and asynchronous calls, C# interop with dynamic objects and resource management, and designing for reuse with metadata, attributes, and assemblies. The hands-on labs throughout the course, such as adding a graphical user interface or tuning performance, provide practical experience and reinforce learning. By the end of the course, participants will be proficient in C# and equipped to create robust, efficient, and maintainable applications.

Who Should Attend

The Programming in C# (55339AC) course is designed for professionals seeking to master .NET and C# application development.

Software Developers who want to learn C# and .NET frameworks

Computer Science graduates aiming for a career in software development

Existing programmers looking to switch to C# from other languages

Full-stack developers enhancing their backend skills with C#

Technical leads and managers overseeing C# development projects

Quality Assurance testers aiming to understand C# for better test automation

IT professionals needing to understand C# for project or team management

Systems analysts interested in learning programming to improve their analysis

Hobbyist programmers seeking to professionalize their skills in C#

Software engineering students who require practical knowledge of C#

Professionals in tech roles requiring integration with C# applications

LEARNING OBJECTIVES

- Write applications using C# and .NET language constructs
- Define methods, overload them, and handle exceptions
- Create structs, enums, collections and events
- Define reusable types using classes, interfaces and generics
- Apply inheritance and polymorphism to build class hierarchies
- Read and write data through file I/O and streams
- Access databases using Entity Framework and LINQ
- Build graphical user interfaces with XAML, WPF and data binding

9 Modules, 51 Topics

01

Activity

C# Syntax

Microsoft .NET 6 provides a comprehensive development platform that you can use to build, deploy, and manage applications and services. By using .NET, you can create visually compelling applications, enable seamless communication across technology boundaries, and provide support for a wide range of business processes. In this module, you'll learn about some of the core features provided by .NET and Microsoft Visual Studio. You'll also learn about some of the core C# constructs that enable you to start developing .NET applications.

LESSONS

- Lesson 1: Writing Applications in C# and .NET
- Lesson 2: Types of Data and Expressions
- Lesson 3: C# Language Constructs

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Write Applications in C# and .NET
- Explain types of Data and Expressions
- Understand C# Language Constructs

02

3 Activities

C# Language Concepts

Applications often consist of logical units of functionality that perform specific functions, such as providing access to data or triggering some logical processing. C# is an object-orientated language and uses the concept of methods to encapsulate logical units of functionality. Although a good practice is to have methods that do just one thing, they can be as simple or as complex as you like. It is also important to consider what happens to the state of your application when an exception occurs in a method.

LESSONS

- Lesson 1: Methods
- Lesson 2: Method Overloading
- Lesson 3: Exception Handling
- Lesson 4: Monitoring

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- In this module, you'll learn how to create and use methods and how to handle exceptions. You'll also learn how to use logging and tracing to record the details of any exceptions that occur

C# Structures, Collections and Events

To create effective applications you must first learn some fundamental C# constructs. You need to know how to create simple structures to represent the data items you are working with. You need to know how to organize these structures into collections, so that you can add items, retrieve items, and iterate over your items. Finally, you need to know how to subscribe to events so that you can respond to the actions of your users.

LESSONS

- Lesson 1: Structs
- Lesson 2: Enums
- **Lesson 3: Built-in Collections**
- Lesson 4: Events

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Create and use structs and enums
- Organize data into collections
- Create and subscribe to events

C# Classes

In this module, you'll learn how to use interfaces and classes to define and create your own custom, reusable types. You'll also learn how to create and use enumerable type-safe collections of any type.

LESSONS

- **Lesson 1: Creating Classes**
- Lesson 2: Interfaces
- **Lesson 3: Understanding Generics in C#**

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Use interfaces and classes to define and create custom, reusable types
- Create and use enumerable type-safe collections of any type

05**3 Activities**

C# Inheritance

In this module, you'll learn how to use inheritance to create class hierarchies and to extend .NET types.

LESSONS

- **Lesson 1:** Hierarchies of Classes
- Lesson 2: Polymorphism
- **Lesson 3:** Extending Classes

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Use inheritance to factor common functionality into a base class
- Implement polymorphism by using an abstract method
- Create a custom exception class

06**3 Activities**

Input and Output

In this module, you'll learn how to read and write data by using transactional filesystem I/O operations, how to serialize and deserialize data to the filesystem, and how to read and write data to the filesystem by using streams.

LESSONS

- **Lesson 1:** File I/O
- **Lesson 2:** Serialization and Deserialization
- Lesson 3: Streams

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Read and write data by using transaction filesystem I/O operations
- How to serialize and deserialize data to the file system
- How to read and write data to the filesystem by using streams

07**2 Activities**

Database Access

In this module, you'll learn how to use Entity Framework and how to query many types of data by using Language-Integrated Query (LINQ).

LESSONS

- **Lesson 1:** Entity Framework
- Lesson 2: LINQ

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Use Entity Framework
- Learn how to query many types of data by using Language-Integrated Query (LINQ)

Using the Network

In this module, you'll learn how to use the request and response classes in the System.Net namespace to directly manipulate remote data sources. You'll also learn about REST and OData and look briefly at ASP.NET Core MVC.

LESSONS

- Lesson 1: Web Services
- Lesson 2: REST and OData
- Lesson 3: ASP.NET Core MVC

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Send data to remote web services
- Access remote data over web services
- Understand REST and OData

Graphical User Interfaces

In this module, you'll learn how to use Extensible Application Markup Language (XAML) and Windows Presentation Foundation (WPF) to create engaging UIs.

LESSONS

- Lesson 1: Using UI Frameworks
- Lesson 2: Data binding
- Lesson 3: Styling the UI

AFTER COMPLETING THIS MODULE, STUDENTS WILL BE ABLE TO

- Use Extensible Application Markup Language (XAML)
- Create and use user controls
- Use styles and animations

Practise What You Learn

#	MODULE	ACTIVITY
01	C# Syntax	Lab 1: Developing the Class Enrolment Application: Developing the Class Enrolment Application
02	C# Language Concepts	LAB 1: EXTENDING THE CLASS ENROLMENT APPLICATION - Refactor code to facilitate reusability - Write C# code that validates data entered by a user - Write C# code that saves changes back to a database
03	C# Structures, Collections and Events	LAB 1: BUILDING THE GRADES PROTOTYPE APPLICATION - Structs - Enums - Built-in Collections - Events
04	C# Classes	LAB 1: ADDING DATA VALIDATION TO THE APPLICATION - Creating Classes - Interfaces - Understanding Generics in C#
05	C# Inheritance	LAB 1: REFACTORING - Hierarchies of Classes - Polymorphism - Extending Classes
06	Input and Output	LAB 1: CREATING THE GRADES REPORT - File I/O - Serialization and Deserialization - Streams
07	Database Access	LAB 1: UPDATING GRADE DATA - Entity Framework - LINQ
08	Using the Network	Lab 1: None
09	Graphical User Interfaces	LAB 1: ADDING A GRAPHICAL USER INTERFACE - Using UI Frameworks - Data binding - Styling the UI

WHAT IS INCLUDED

Everything You Need to Succeed

- Koenig course material for every module
- Delivery by certified instructors and subject matter experts
- Hands-on exercises throughout the course
- Course completion certificate from Koenig

ABOUT KOENIG

Who We Are

Established in 1993, Koenig Solutions is a globally recognised training provider with 35+ technology partnerships, 5,000+ training programmes and a network of certified instructors and subject matter experts, supporting individuals and enterprise teams worldwide.

FLEXIBLE DELIVERY

Learn the Way That Suits You

Classroom Training

Live Online Classes (ILO)

Fly-Me-A-Trainer (FMAT)

Flexi (Self-Paced)

1-on-1 Training

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