

Advanced Programming in C#

© 2001, 2005, 2009 Rex Jaeschke. All rights reserved.

Course Overview:

This course covers a number of more advanced C# topics. Lab time is included. The course is not hardware or operating system-specific.

Course Length: 2 days.

Goals:

Provided students meet the prerequisites, at the end of the course they should have a good understanding of the following:

- Multithreading
- Conversion of objects to/from storage (serialization)
- Basic communication via sockets (with client/server examples)
- Object cloning
- Attributes

Who Should Attend:

C# programmers and technical managers who want to go beyond the basics of C#.

Prerequisites:

This course is a follow-on from the course *Programming in C#*. Attendees are expected to be comfortable with the following concepts and the syntax required to express them in C#:

- Basic Language Elements
- Looping and Testing
- Methods
- References, Strings, and Arrays
- Classes
- Inheritance
- Interfaces
- Exception handling

- Input and Output
- Namespaces
- Delegates

Materials:

Each student will receive the following materials:

- *Advanced Programming in C#* – This manuscript was written specifically for teaching. It serves as a useful reference once the course has been completed.