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C# Certification Course

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Course Overview

This C# programming Course is a complete package of online courses and many chapters and topics grouped under each course in the C# Course and its relative chapters are covered with all the basic and advanced programming topics on C#.

It includes development of several web or standalone applications using C# programming techniques.

C# Training Skills

We learn the following skills:

C# Programming, Async, Await, Ado.Net, Windows Application, Structure of C# Program, Variables, Operators, Conditional Constructs, Looping Constructs, Arrays, OOPS, Working with Methods and Abstraction etc.

Encapsulation, Inheritance, Polymorphism, Static and Dynamic, Unary, op Overload, Dynamipoly, Streamreader, Binary Io, Trycatch, Custom Exception, Multi-Threading, Operator Overloading and Indexers etc.

Course Features



Course Duration- 27 + Hours



Number of Courses



Verifiable Certificates



Lifetime Access



Technical Excellence

About C#

C# is a programming language which is general purpose, functional, declarative, object oriented, component based. It was designed and developed by Microsoft corporation. It of strong, static and dynamic typing discipline. It supports common language infrastructure platform.

C# programming language is structured and is used to develop efficient programs that supports on various platforms with important features.

C# is CLS (Common Language Specification) based compliant language.

C# Course

This is a Bundle Course that includes complete in-depth C# Learning Courses combined into one Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as a C# Learning professional.

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C Sharp Training Courses for Beginners

Section 1. Introduction

- Introduction
- Structure Of A C# Program

Section 2. Structure Of A C# Program

- Studying The C# Program

Section 3. Variables

- Declaring A Variable
- Data Types In C#

Section 4. Using Operators

- Arithmetic, Unary, Comparison, Logical Operators
- Examples On Variables And Operators

Section 5. Conditional Constructs

- Conditional Constructs
- If-Else Constructs
- Switch.. Case Construct

Section 6. Looping Constructs

- Using Loop Constructs
- Loop Constructs Example
- For Loop
- While Loop
- Do While
- Do While Program

Section 7. Arrays

- Array
- One Dimensional Array
- For Each Loop
- Array Description
- 2-Dimensional Arrays

Section 8. Oops

- Introduction To Oops
- Features Of Oop

Section 9. Working With Methods

- Working With Methods Part 1
- Working With Methods Part 2
- Method With Param

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Section 10. Call By Demo

- Callbydemo
- Callbyparams

Section 11. Abstraction And Encapsulation

- Abstraction & Encapsulation
- Static Method
- Memory Allocation
- Structure Enum Collection
- Arraylist

Section 12. Cons

- Need Of Cons
- Creating Cons
- Instance And Static Cons
- Garbage Collector
- Life Cycle Of Object
- Types Of Relationship

Section 13. Inheritance

- Inheritance
- Inheritance Demo

Section 14. Polymorphism

- Polymorphism

Section 15. Static And Dynamic

- Static And Dynamic

Section 16. Unaryop Overload

- Unaryop Overload

Section 17. Dynamipoly

- Dynamipoly
- Interface
- Fileio Intro

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Section 18. Streamreader

- Streamreader
- Stream Writer

Section 19. Binary Io

- Binaryio Folder

Section 20. Trycatch

- Trycatch
- What Is Finally Block And Its Use

Section 21. Custom Exception

- Custom Exception

Section 22. Multi-Threading

- Multithreading
- Multithreading Program
- Thread Life Cycle
- Thread States
- Thread Priorit

Section 1. Asynchronous Programming

- Asynchronous Programming Coding
- Two more Function Asynchronous Programming
- WPF Application Continue
- WPF Application
- When do we Use Asynchronous Programming
- Time Consuming Method
- Asynchronous Programming

Section 2. Language Integrated Query

- LINQ Coding
- Main Function
- Language Integrated Query

Section 3. Nullable Types

- Customer Persnol Data
- Customer Class
- Nullable Coding
- Nullable Coalescing Operators
- Boxing and Unboxing of Nalluble Types
- Conversions and Operators
- Nullable Types

Section 4. Extension Methods

- Extension Methods Coding
- Program.cs
- Extension Methods

Section 5. Event

- Event Coding
- Pubplic Static Event
- Public Delegate Void Progress
- Event

Section 6. Lambda Expressions

- Lambda Expressions Coding
- Statement Lambda
- Lambda Expressions Class Program
- Lambda Expressions

Section 7. Anonymous Methods

- Anonymous Practical Programming
- Output of Anonymous Methods
- What is a Anonymous Methods

Section 8. Delegates

- Delegates Covariance Programming
- Public Delegates Vs Employee Delegates
- Delegates Covariance
- Public Delegates Vs Multicast Delegates
- What is a Multicast Delegates
- Public Delegates Class
- What is a Delegates

Section 9. Stack Vs Heap

- Statik Memory Vs Dynamic Memory
- Player Archer = New Player
- Stack Vs Heap

Section 10. Reference Type Vs Value Types

- Reference Versus ValueType - Coding
- Reference Type Vs Value Types - Theory

Section 11. Indexers

- Player Archer
- How to Coding Indexers
- Indexers - Theory

Section 12. Operator Overloading

- Hybrid warrior
- Console Application
- Rule of operating Overloading
- Operator Overloading

Section 13. Exception Handling

- Exception Handling
- System Divide by Zero Exception Handling
- Stream Reader
- Public Class You Tub API
- Exception Handling Coding



Section 14. Dynamics Theory

- Dynamics Theory
- Dynamics Coding

Section 15. Prevent Boxing Unboxing

Dynamics Theory

- Prevent Boxing Unboxing
- Prevent Boxing Unboxing Continue
- Optimized String Concatenation
- Optimized String Concatenation Continue
- Speedy Collections

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Async and Await in C#

Section 1. Introduction

- Introduction to Asynchronous Programming

Section 2. Understanding Async Programming Practically

- Creating New ASP.Net Website
- Creating Asynchronous Methods
- Creating a Space in Asynchronous Methods
- Creating a Stopwatch in Sync and Async Methods
- Download task process in Async Method

Section 3. Cancellation Token

- Cancellation Tokens
- Types of Cancellations Tokens
- Example on Types of Cancellations Tokens

Section 4. MVC Demo

- Parallelism of Multiple Async Task
- Async in MVC Demo

Section 5. Async Database

- Creating a Database of Async Methods
- Converting Sync to Async Methods

Section 6. Winform Application Async

- Winform Application Async

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Introduction of Ado.Net in C# Windows Application

Section 1. Introduction

- Introduction of Ado.Net in C# Windows Application

Section 2. ADO.NET Objects and Fetching Data

- ADO.NET Objects and ADO.Net Providers
- Selecting the Data and Binding with the DataGrid in ADO.Net

Section 3. Web Config

- Accessing Web Config in ADO.Net

Section 4. Example


- Example of Currency Converter
- Currency Demo

Section 5. Command

- Inserting Values
- Inserting Command
- Data Connections

Section 6. Update and Delete

- Inserting Update and Delete



Frequently Asked Questions

Why should a learner opt for this C# course?

Any Software Engineer or .NET Developer or Software Developer or prospective ASP .NET Engineer or ASP.NET Web Developer and who all are willing to learn C# programming concepts and are also interested in learning the core and advanced features of C# should opt for this C# course.

I don't have expertise in Engineering or Computers or C# related programming, is this C# course a good option for my career?

YES, this C# course is still a good option for your career to choose without any programming knowledge as well, but this course can be easily mastered and does not need any pre-requisites of programming basics or C# programming knowledge. Any learner who is interested in learning .

Will this course add any value to the learners' profession?

Yes. this course will add a greater value to the learners' profession and profile in terms of the .NET Web Development and C# Programming to the learners' career including verifiable certifications from EDUCBA that is of greater benefit in obtaining further career roles.



Customer Reviews

“

A very clever guide of how to use some C# functions. The first video regards what the tutor explains during the entire course.

Then, in the other four videos, the tutor created some simple methods and explained the performance differences between different types of functions and constructs.

These videos are even very useful as a reminder, for example: in case you forgot how to create things like arrays or lists, you can just watch the videos and immediately remember how to use them.

Claudio Santo Longo

”

Nice Course. All most important things is there with examples. I liked very much the look of real programming perspective like type and how programmers deal with it. The most important thing is that the course was really helpful and I learned some basic concepts of C sharp programming language.

Josip Babic

”

The lessons were great I learned a lot. Everything was well explained, and I learned some cool tricks in Visual Studio. I personally liked the fact that it was based on game programming, so it definitely caught my interest. I would recommend this to other people that love C#. I am very satisfied with the outcome of this lesson and can't wait to take future ones.

Ryan McDonald



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For Queries please contact:

Email : info@educba.com



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