

# Introduction to .Net Programming Languages (C#, VB, ASP)

Course MOCNETLANG08

2 Day

## Description

This two-day instructor led course will enable attendees to start designing and developing object-oriented applications using Visual Studio 2008. Attendees will learn object-oriented concepts including classes, methods, properties, inheritance, delegates, and exceptions. This course coupled with our Windows Client or Web Platform classes gives students a strong foundation to be able create .Net applications.

## Prerequisites

- General Programming Knowledge
- Knowledge of Object Oriented Programming concepts is helpful but not required
- Knowledge of a C-based language is helpful but not required

## Course Outline:

### Module 1: Getting Started with Object-Oriented Programming

This module provides fundamental knowledge required before getting started with object-oriented development. It also reviews Visual Studio 2008 features.

#### Lessons

- Introduction to Object-Oriented Programming
- Creating Projects in Visual Studio 2008
- Coding in Visual Studio 2008
- Productivity Features in Visual Studio 2008
- Debugging Visual Studio Applications

### Module 2: Implementing Classes, Properties and Methods

This module explains classes and their importance in the basic structure of an object-oriented application. It also add properties and methods to implement the internal functionality of a class.

#### Lessons

- Creating Classes
- Implementing Properties Within a Class
- Implementing Methods Within a Class
- Using Classes, Properties and Methods

### Module 3: Implementing Inheritance, Abstraction, and Polymorphism

This module explains how to implement inheritance, abstraction and polymorphism to reduce code duplication. It also describes how to create structures that emphasize code reusability.

#### Lessons

- Introduction to Inheritance and Abstraction
- Implementing Inheritance and Abstraction
- Introduction to Polymorphism
- Implementing a Polymorphic Structure

### Module 6: Delegates, Events, and Exceptions

This module explains how to create and use delegates, events and exceptions to establish interclass communications.

#### Lessons

- Introduction to Delegates
- Implementing Delegates
- Introduction to Events
- Implementing Events
- Introduction to Exceptions
- Implementing Exceptions