



This course covers the following topics (any items marked with a * will be covered if time allows):

Creating forms

- Drawing controls
- Formatting forms

Coding form events

- Forms and their events
- The two event arguments

Laying out your code

- Commenting out code
- Using regions

C# variables

- Creating and using variables
- The types of variable

Enumerations and constants (*)

- Enumerations
- Constants

Conditions

- Using IF and ELSE
- The SWITCH statement

Modular code

- Passing arguments
- Writing functions

Arrays

- Using arrays
- Splitting text

Looping

- Looping n times
- WHILE loops
- Looping over collections

Files and folders

- Stream readers and writers
- The USING statement
- FileInfo and DirectoryInfo

Debugging and trapping errors

- The TRY clause
- Stepping through code
- Setting breakpoints

Using lists

- Populating lists
- Finding items

Properties in C#

- RO, WO and RW properties
- Coding properties

Maximum 6 people per course. Scheduled classroom courses include lunch at a local restaurant; you can see how our online training works [here](https://www.wiseowl.co.uk/). For more information, see <https://www.wiseowl.co.uk/>.