

This course combines topics from the following courses (any items marked with a * will be covered if time allows).

Topics taken from our **INTRODUCTION TO VISUAL C#** course

<p>Creating forms</p> <ul style="list-style-type: none"> • Drawing controls • Formatting forms <p>Coding form events</p> <ul style="list-style-type: none"> • Forms and their events • The two event arguments <p>Laying out your code</p> <ul style="list-style-type: none"> • Commenting out code • Using regions <p>C# variables</p> <ul style="list-style-type: none"> • Creating and using variables • The types of variable <p>Enumerations and constants (*)</p> <ul style="list-style-type: none"> • Enumerations • Constants 	<p>Conditions</p> <ul style="list-style-type: none"> • Using IF and ELSE • The SWITCH statement <p>Modular code</p> <ul style="list-style-type: none"> • Passing arguments • Writing functions <p>Arrays</p> <ul style="list-style-type: none"> • Using arrays • Splitting text <p>Looping</p> <ul style="list-style-type: none"> • Looping n times • WHILE loops • Looping over collections <p>Files and folders</p> <ul style="list-style-type: none"> • Stream readers and writers • The USING statement • FileInfo and DirectoryInfo 	<p>Debugging and trapping errors</p> <ul style="list-style-type: none"> • The TRY clause • Stepping through code • Setting breakpoints <p>Using lists</p> <ul style="list-style-type: none"> • Populating lists • Finding items <p>Properties in C#</p> <ul style="list-style-type: none"> • RO, WO and RW properties • Coding properties
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Topics taken from our **INTERMEDIATE C#** course

<p>Designing classes</p> <ul style="list-style-type: none"> • The domestic cat object • Properties and methods • Encapsulation and exposure <p>Creating classes</p> <ul style="list-style-type: none"> • Using namespaces • Creating constructors • Fields, properties and methods • Static members <p>The form as a class</p> <ul style="list-style-type: none"> • Partial classes • InitializeComponent method • Instantiating forms <p>Data structures</p> <ul style="list-style-type: none"> • Generics • Arrays • Lists, stacks and queues • Dictionaries <p>Overloading (*)</p> <ul style="list-style-type: none"> • Overloaded methods • Overloading constructors 	<p>LINQ theory</p> <ul style="list-style-type: none"> • Extension methods • lenumerability • Query vs. method syntax <p>Writing LINQ</p> <ul style="list-style-type: none"> • Arrays, lists and data tables • Criteria and ordering • Using LET expressions <p>Advanced LINQ (*)</p> <ul style="list-style-type: none"> • Projecting data • Anonymous types • Forcing query execution • Taking and skipping <p>Types of model</p> <ul style="list-style-type: none"> • Code first • Model first • Database first <p>Entity Frameworks</p> <ul style="list-style-type: none"> • Creating entity data models • Data contexts • Updating models 	<p>LINQ with Entity Frameworks</p> <ul style="list-style-type: none"> • Creating a data context • Selecting data using LINQ • Using relationships (associations) • Adding, editing and deleting <p>Advanced LINQ with EF (*)</p> <ul style="list-style-type: none"> • Returning anonymous types • Using stored procedures • Extending (partial classes) <p>Grouping using LINQ (*)</p> <ul style="list-style-type: none"> • IGrouping and IEnumerable • Grouping keys • Group into and ordering • Using multiple keys
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There will be no more than 6 people on the course. All of our public (scheduled) courses include lunch at a local restaurant. For more information, see www.wiseowl.co.uk/courses/fast-track-c-sharp.htm.