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Mastering C#: from Beginner to Expert Level - Dennis Sharp 2019-10-25

Learn C# very Quickly and Learn It very Well. Master C# Programming with real world examples, quizzes and unique exercises using Visual Studio Are you tired of reading books on C# that are long, boring and frustrating? Would you like to be able to expand your knowledge of C# and take it to the next level? This is the book that will take you there! This book is written for you, to help you learn to code in C# from scratch and immediately and with a very good understanding of the fundamental principles of programming in this book you will learn the fundamentals of C# programming. No prior programming experience is required. You'll learn everything from scratch. For an absolute beginner this book explains complex concepts in a simple, clear, concise and step-by-step way manner for easy understanding. If you are already a programmer writing programs in other languages but new to C#, this book will bring you up to speed to start coding in C# immediately. This is a great book for anyone who wants to get started with C# or programming in general, learn the Skills to Land Your Dream Job. All you need to learn programming is passion and determination. The examples in this book are packed with carefully designed exercises that help you learn how to think like a programmer and to demonstrate the concepts being explained and for deeper understanding. For intermediate C# developers, from Chapter Nine to Thirteen, you will sharpen your skills and knowledge on the principles of object orientation including encapsulation, inheritance and polymorphism. I will show why encapsulation is important and how it helps writing a robust code. I will talk about inheritance; it is a way to reuse code and unfortunately it is abused by a lot of amateur designer and developers I will show the promise in inheritance and introduce you to the concept of composition as a more flexible way to reuse code we will talk about polymorphism, you will also learn how to change the behavior of an application by extending it so instead of changing the existing code which may affect the quality and behavior of your application and this is extremely perfect. Finally, we talk about interfaces; I will show how interfaces improve the testability and extensibility of your applications. Also an introduction to unit testing. I hope you will be a better developer after reading this book. . some of the things that this book offers... C# for Absolute Beginners A step by step explanations of the Complex concepts in C# from scratch such that you need no prior experience in programming to understand and start coding. Carefully Chosen C# Real world Examples, quizzes and exercises designed to help you learn how to think like a programmer Important Topics and concepts for intermediate and Advanced C# Developers These topics and concepts include object-oriented programming concepts, classes, inheritance, polymorphism, LINQ, Lambda expressions, delegates and events, exception methods, nullable

type, Generics, Exception handling, error handling techniques, file handling techniques and many more. What is different about this book ... The best way to learn C# is by doing and practicing. This book includes unique exercises at the end of each chapter that requires the application and demonstration of all the concepts taught in that chapter. Working through the exercises will not only give you an immense sense of satisfaction but also boost your confidence in your programming skills, there are solutions to exercises to enable you compare with your own solutions. Are you ready to become an expert C# developer? This book is just what you need. Buy Now

Microsoft Visual C# 2013 Step by Step - John Sharp 2013

Your hands-on guide to Visual C# fundamentals Expand your expertise--and teach yourself the fundamentals of Microsoft Visual C# 2013. If you have previous programming experience but are new to Visual C# 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Create and debug C# applications in Visual Studio 2013 Work with variables, identifiers, statements, operators, and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO.NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8.1 apps

C# 5.0 Programmer's Reference - Rod Stephens 2014-04-22

Stay ahead of the game with this comprehensive guide to the C# programming language Well-known C# expert Rod Stephens gives novice and experienced developers a comprehensive tutorial and reference to standard C#. This new title fully covers the latest C# language standard, C# 5.0, as well as its implementation in the 2013 release of Visual Studio. The author provides exercises and solutions; and his C# Helper website will provide readers and students with ongoing support. This resource is packed with tips, tricks, tutorials, examples, and exercises and is the perfect professional companion for programmers who want to stay ahead of the game. Author Rod Stephens is a well-known programming authority and has written more than 25 programming books covering C#, Java, VB, and other languages. His books have sold more than 150,000 copies in multiple editions. This book's useful exercises and solutions are designed to support training and higher education adoptions. Learn the full range of C# programming language features Quickly locate information for specific language features in the reference section Familiarize yourself with handling data types, variables, constants, and much more Experiment with editing and debugging code and using LINQ Beginning through intermediate-level programmers will benefit from the accessible style of C# 5.0 Programmer's Reference and will have access to its comprehensive range of more advanced topics. Additional support and complementary material are provided at the C# Helper website, www.csharpHelper.com. Stay up-to-date and improve your programming skills with this invaluable resource.

C# Primer Plus - Klaus Michelsen 2002

C# Primer Plus teaches the C# programming language and relevant parts of the .NET platform from the ground up, walking you through the basics of object-oriented programming, important programming techniques and problem solving while providing a thorough coverage of C#'s essential elements - such as classes, objects, data types, loops, branching statements, arrays, and namespaces. In early chapters guided tours take you sightseeing to the main attractions of C# and provide a fast learning-path that enables you to quickly write simple C# programs. Your initial programming skills are then gradually expanded, through the many

examples, case studies, illustrations, review questions and programming exercises, to include powerful concepts - like inheritance, polymorphism, interfaces and exception handling, along with C#'s most innovative features - such as properties, indexers, delegates and events. With C# Primer Plus's dual emphasis on C# as well as fundamental programming techniques, this friendly tutorial will soon make you a proficient C# programmer building Windows applications on the .NET platform.

Beginning Software Engineering - Rod Stephens 2022-10-14

Discover the foundations of software engineering with this easy and intuitive guide In the newly updated second edition of *Beginning Software Engineering*, expert programmer and tech educator Rod Stephens delivers an instructive and intuitive introduction to the fundamentals of software engineering. In the book, you'll learn to create well-constructed software applications that meet the needs of users while developing the practical, hands-on skills needed to build robust, efficient, and reliable software. The author skips the unnecessary jargon and sticks to simple and straightforward English to help you understand the concepts and ideas discussed within. He also offers you real-world tested methods you can apply to any programming language. You'll also get: Practical tips for preparing for programming job interviews, which often include questions about software engineering practices A no-nonsense guide to requirements gathering, system modeling, design, implementation, testing, and debugging Brand-new coverage of user interface design, algorithms, and programming language choices *Beginning Software Engineering* doesn't assume any experience with programming, development, or management. It's plentiful figures and graphics help to explain the foundational concepts and every chapter offers several case examples, Try It Out, and How It Works explanatory sections. For anyone interested in a new career in software development, or simply curious about the software engineering process, *Beginning Software Engineering, Second Edition* is the handbook you've been waiting for.

Hands-On Object-Oriented Programming with C# - Raihan Taher 2019-02-28

Enhance your programming skills by learning the intricacies of object oriented programming in C# 8 Key Features Understand the four pillars of OOP; encapsulation, inheritance, abstraction and polymorphism Leverage the latest features of C# 8 including nullable reference types and Async Streams Explore various design patterns, principles, and best practices in OOP Book Description Object-oriented programming (OOP) is a programming paradigm organized around objects rather than actions, and data rather than logic. With the latest release of C#, you can look forward to new additions that improve object-oriented programming. This book will get you up to speed with OOP in C# in an engaging and interactive way. The book starts off by introducing you to C# language essentials and explaining OOP concepts through simple programs. You will then go on to learn how to use classes, interfaces and properties to write pure OOP code in your applications. You will broaden your understanding of OOP further as you delve into some of the advanced features of the language, such as using events, delegates, and generics. Next, you will learn the secrets of writing good code by following design patterns and design principles. You'll also understand problem statements with their solutions and learn how to work with databases with the help of ADO.NET. Further on, you'll discover a chapter dedicated to the Git version control system. As you approach the conclusion, you'll be able to work through OOP-specific interview questions and understand how to tackle them. By the end of this book, you will have a good understanding of OOP with C# and be able to take your skills to the next level. What you will learn Master OOP paradigm fundamentals Explore various types of exceptions Utilize C# language

constructs efficiently Solve complex design problems by understanding OOP Understand how to work with databases using ADO.NET Understand the power of generics in C# Get insights into the popular version control system, Git Learn how to model and design your software Who this book is for This book is designed for people who are new to object-oriented programming. Basic C# skills are assumed, however, prior knowledge of OOP in any other language is not required.

C# in Depth - Jonathan Skeet 2019-03-07

Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2–5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-sleek properties and expression-bodied members 9. Stringy features 10. A smörgåsbord of features for concise code 11. Composition using tuples 12. Deconstruction and pattern matching 13. Improving efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond PART 1 C# IN CONTEXT PART 2 C# 2–5 PART 3 C# 6 PART 4 C# 7 AND BEYOND

Functional Programming in C# - Enrico Buonanno 2017-08-12

Summary Functional Programming in C# teaches you to apply functional thinking to real-world problems using the C# language. The book, with its many practical examples, is written for proficient C# programmers with no prior FP experience. It will give you an awesome new perspective. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming changes the way you think about code. For C# developers, FP techniques can greatly improve state management, concurrency, event handling, and long-term code maintenance. And C# offers the flexibility that allows you to benefit fully from the application of functional techniques. This book gives you the awesome power of a new perspective. About the Book Functional Programming in C# teaches you to apply functional thinking to real-world problems using the C# language. You'll start by learning the

principles of functional programming and the language features that allow you to program functionally. As you explore the many practical examples, you'll learn the power of function composition, data flow programming, immutable data structures, and monadic composition with LINQ. What's Inside Write readable, team-friendly code Master async and data streams Radically improve error handling Event sourcing and other FP patterns About the Reader Written for proficient C# programmers with no prior FP experience. About the Author Enrico Buonanno studied computer science at Columbia University and has 15 years of experience as a developer, architect, and trainer. Table of Contents PART 1 - CORE CONCEPTS Introducing functional programming Why function purity matters Designing function signatures and types Patterns in functional programming Designing programs with function composition PART 2 - BECOMING FUNCTIONAL Functional error handling Structuring an application with functions Working effectively with multi-argument functions Thinking about data functionally Event sourcing: a functional approach to persistence PART 3 - ADVANCED TECHNIQUES Lazy computations, continuations, and the beauty of monadic composition Stateful programs and stateful computations Working with asynchronous computations Data streams and the Reactive Extensions An introduction to message-passing concurrency

Head First C# - Andrew Stellman 2020-12-04

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Learning C# 3.0 - Jesse Liberty 2008-11-18

If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, Learning C# 3.0 starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples, illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework--including LINQ and the Windows Presentation Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

C# 10 and .NET 6 – Modern Cross-Platform Development - Mark J. Price 2021-11-09

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

The C# Player's Guide (eBook) - R. B. Whitaker 2012-09-27

Mastering Visual Studio .NET - Ian Griffiths 2003

This book enables intermediate and advanced programmers the kind of depth that's really needed, such as advanced window functionality, macros, advanced debugging, and add-ins, etc. With this book, developers will learn the VS.NET development environment from top to bottom.

[Fundamentals of Computer Programming with C#](#) - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to

illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples.

Download the free C# programming book, videos, presentations and other resources from

<http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10:

954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013

Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book

programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console,

conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing,

StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list,

linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS,

dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion,

combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects,

constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual

methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns,

extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality

classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving,

problem solving methodology, 9789544007737, 9544007733

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C# Programming for Beginners - Troy Dimes 2015-01-25

C# is simple, but powerful. C# is a simple and general-purpose object-oriented programming language.

Combine this with it's versatility and huge standard library it's easy to see why it's such a popular and well-

respected programming language. Create graphical applications, web based apps, and more. When you learn

how to program in C# you will be able to develop web based applications or graphical desktop applications. One

of the best things about C# is that it's easy to learn... especially with this book. Here's just some of what you'll

learn... What an IDE is and which one you should use when developing C# applications. How to create your

first program. The various data types used in C#. Operators... arithmetic, relational, and logical. How to iterate

of a set of items using 4 different types of loops. Ways to make decisions in your code. About object oriented

programming (OOP). What objects and classes are. All about modifiers and methods. Advanced topics such as

inheritance and polymorphism. How to create multi-threaded applications to take advantage of several CPUs at

once. More... Practice exercises included that help make programming in C# "click" for you. Includes an

exercise at the end of each chapter (along with the solution) so you can practice what you've learned. Great for

beginning programmers or those that are new to the Java language If you've never programmed before, don't worry. This book will guide you step-by-step to creating your first software application. If you have some programming experience, then this book will teach you the specifics of the Java programming language. Scroll up and click "Buy Now" to get started learning C# today!

Microsoft Visual C# Step by Step - John Sharp 2015-10-28

Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2015 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2015. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2015 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services About You For software developers who are new to Visual C# or who are upgrading from older versions Readers should have experience with at least one programming language No prior Microsoft .NET or Visual Studio development experience required

Visual C# 2008 - Paul J. Deitel 2009

Created by world-renowned programming instructors Paul and Harvey Deitel, "Visual C# 2008 How to Program, Third Edition" introduces all facets of the C# 2008 language through the Deitels' signature "Live Code" Approach", that features hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual C# 2008 and .NET 3.5; The many new platform features covered include: LINQ (Language Integrated Query), Windows Presentation Foundation (WPF), ASP.NET Ajax and the Microsoft Ajax Library, Silverlight-based rich Internet application development, and creating Web services with Windows Communication Foundation (WCF). New language features introduced in this edition: automatic properties, object initializers, partial classes and methods, anonymous methods, Lambda expressions, extension methods, anonymous types, and collection initializers. Extensively updated coverage of delegates and more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger, UML 2 to Unicode and ASCII. Appropriate for all basic-to-intermediate level Visual C# 2008 programmers.

The Modern C# Challenge - Rod Stephens 2018-10-25

Learn advanced C# concepts and techniques such as building caches, cryptography, and parallel programming by solving interesting programming challenges Key Features Gain useful insights on advanced C# programming topics and APIs Use locking and cached values to solve parallel problems Take advantage of .NET's cryptographic tools to encrypt and decrypt strings Book Description C# is a multi-paradigm programming language. The Modern C# Challenge covers with aspects of the .NET Framework such as the

Task Parallel Library (TPL) and CryptoAPI. It also encourages you to explore important programming trade-offs such as time versus space or simplicity. There may be many ways to solve a problem and there is often no single right way, but some solutions are definitely better than others. This book has combined these solutions to help you solve real-world problems with C#. In addition to describing programming trade-offs, The Modern C# Challenge will help you build a useful toolkit of techniques such as value caching, statistical analysis, and geometric algorithms. By the end of this book, you will have walked through challenges in C# and explored the .NET Framework in order to develop program logic for real-world applications. What you will learn

- Perform statistical calculations such as finding the standard deviation
- Find combinations and permutations
- Search directories for files matching patterns using LINQ and PLINQ
- Find areas of polygons using geometric operations
- Randomize arrays and lists with extension methods
- Explore the filesystem to find duplicate files
- Simulate complex systems and implement equality in a class
- Use cryptographic techniques to encrypt and decrypt strings and files

Who this book is for The Modern C# Challenge is for all C# developers of different abilities wanting to solve real-world problems. There are problems for everyone at any level of expertise in C#

Object Oriented Programming using C# -

C# 24-Hour Trainer - Rod Stephens 2015-11-02

Quickly learn to program in C# programming with this unique book and video package *C# 24-Hour Trainer*, 2nd Edition is your quick and easy guide to programming in C#, even if you have no programming experience at all. Updated to align with the latest C# standard, this book is your comprehensive beginner's guide, with each lesson supplemented by a video, for over ten hours of video training. Each chapter focuses on a specific concept or technique, with detailed, easy-to-follow explanation followed by a hands-on exercise. The goals of each exercise are outlined in advance to help you understand what you're working toward, and step-by-step instructions walk you through the operation from start to finish. Complex areas are clarified with specifically highlighted pointers that head off confusion, and additional exercises are provided so you can practice your new skills. Full instructor ancillaries are included to make this guide classroom ready, and the author's own website offers ongoing support. C# has become one of the most popular programming languages in the world, with millions of lines of code used in businesses and applications of all types and sizes. This book helps you dive right in so you can start programming right away. Start right in with the latest C# standard

- Learn at your own pace, with hands-on practice
- Clear up confusion and work around common obstacles
- Build your own Windows, .NET, and mobile applications

C# has become an increasingly popular and in-demand programming skillset. If you've decided to learn C#, this 24-Hour Trainer is your ultimate guide.

Learn C# From Scratch in One Hour - Dennis Sharp 2019-07-28

Learn C# very Quickly and Learn It very Well. Master C# Programming with real world examples, quizzes and unique exercises using Visual Studio Are you tired of reading books on C# that are long, boring and frustrating? This book is written for you, to help you learn to code in C# from scratch and immediately and with a very good understanding of the fundamental principles of programming in this book you will learn the fundamentals of C# programming. No prior programming experience is required. You'll learn everything from scratch. For an absolute beginner this book explains complex concepts in a simple, clear, concise and step-by-step way manner for easy understanding. If you are already a programmer writing programs in other

languages but new to C#, this book will bring you up to speed to start coding in C# immediately. This is a great book for anyone who wants to get started with C# or programming in general, learn the Skills to Land Your Dream Job. All you need to learn programming is passion and determination. The examples in this book are packed with carefully designed exercises that help you learn how to think like a programmer and to demonstrate the concepts being explained and for deeper understanding. some of the things that this book offers... C# for Absolute Beginners A step by step explanations of the Complex concepts in C# from scratch such that you need no prior experience in programming to understand and start coding. Carefully Chosen C# Real world Examples, quizzes and exercises designed to help you learn how to think like a programmer Important Topics and concepts These topics and concepts include object-oriented programming concepts, Architecture of .NET Applications, error handling techniques, file handling techniques and many more. What is different about this book ... The taste of the pudding is in the eating, so the best way to learn C# is by doing and practicing. This book includes unique exercises at the end of each chapter that requires the application and demonstration of all the concepts taught in that chapter. Working through the exercises will not only give you an immense sense of satisfaction but also boost your confidence in your programming skills, there are solutions to exercises to enable you compare with your own solutions. Are you ready to become C# developer? This book is just what you need. Click the BUY button at the top of the page and download it now. some of the things What you'll learn: Introduction to C#- What is C#?-C# VS NET -CLR (Common Language Run time)- Architecture of .NET Applications -Why Learn C#?-How to get and install and run Visual Studio Community 2017?-Explanations of the Visual Studio environment and how to create a project and more Data types and Operators-Variables and Constants -Naming Conventions in C#-Primitive Types in C#-Non Primitive Types in C#-Concept of overflowing and Scope in C#-Type Conversions(Explicit and implicit)-Working with d104s- Formatting of C# strings-How to use escape characters in a string - Value type vs reference type- Common C# operators (Arithmetic, Logical operators etc).-Access Modifiers Arrays and Lists-Useful Array methods -Useful List Methods -Arrays Vs lists Controlling the Program Flow - Conditional statements- How to use control flow statements in C#- Break statements- enum and struct and how to use them -Classes, Working with files and directory - - How to work with Dates and Time ...many more Buy Now

[The Complete C++ Training Course](#) - Harvey M. Deitel 2002

Watch, listen, and learn to program C# with this multimedia training package based on the Deitel team's book "C# How To Program."

Visual Basic 2012 - Paul J. Deitel 2014

Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Visual Basic 2012 How to Program, Sixth Edition is also appropriate for anyone interested in learning programming with Visual Basic 2012. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2012 How to Program, Sixth Edition introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2012; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The Sixth Edition is updated to Visual Studio 2012 and includes new chapters on Windows 8 UI app development, Windows 8 graphics/multimedia, Windows Phone 8 app development and Windows Azure. Readers begin by getting comfortable with the free Visual Basic Express 2012 IDE and basic VB syntax. Next, they build their skills one step at a time, mastering

control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitels introduce more sophisticated techniques, including inheritance, polymorphism, exception handling, strings, GUI's, data structures, generics, and collections. Throughout, the authors show developers how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material on various topics.

Functional Programming in C#, Second Edition - Enrico Buonanno 2022-02

Functional Programming in C#, Second Edition teaches functional thinking for real-world problems. It reviews the C# language features that allow you to program functionally and through many practical examples shows the power of function composition, data-driven programming, and immutable data structures. All code examples work with .NET 6 and C# 10.

Mastering C# - Dennis Sharp 2019-12-22

Learn C# very Quickly and Learn It very Well. Master C# Programming with real world examples, quizzes and unique exercises using Visual Studio Are you tired of reading books on C# that are long, boring and frustrating? Would you like to be able to expand your knowledge of C# and take it to the next level? This is the book that will take you there! This book is written for you, to help you learn to code in C# from scratch and immediately and with a very good understanding of the fundamental principles of programming in this book you will learn the fundamentals of C# programming. No prior programming experience is required. You'll learn everything from scratch. For an absolute beginner this book explains complex concepts in a simple, clear, concise and step-by-step way manner for easy understanding. If you are already a programmer writing programs in other languages but new to C#, this book will bring you up to speed to start coding in C# immediately. This is a great book for anyone who wants to get started with C# or programming in general, learn the Skills to Land Your Dream Job. All you need to learn programming is passion and determination. The examples in this book are packed with carefully designed exercises that help you learn how to think like a programmer and to demonstrate the concepts being explained and for deeper understanding. For intermediate C# developers, from Chapter Nine to Thirteen, you will sharpen your skills and knowledge on the principles of object orientation including encapsulation, inheritance and polymorphism. I will show why encapsulation is important and how it helps writing a robust code. I will talk about inheritance; it is a way to reuse code and unfortunately it is abused by a lot of amateur designer and developers I will show the promise in inheritance and introduce you to the concept of composition as a more flexible way to reuse code we will talk about polymorphism, you will also learn how to change the behavior of an application by extending it so instead of changing the existing code which may affect the quality and behavior of your application and this is extremely perfect. Finally, we talk about interfaces; I will show how interfaces improve the testability and extensibility of your applications. Also an introduction to unit testing. I hope you will be a better developer after reading this book. . some of the things that this book offers... C# for Absolute Beginners A step by step explanations of the Complex concepts in C# from scratch such that you need no prior experience in programming to understand and start coding. Carefully Chosen C# Real world Examples, quizzes and exercises designed to help you learn how to think like a programmer Important Topics and concepts for intermediate and Advanced C# Developers These topics and concepts include object-oriented programming concepts, classes, inheritance, polymorphism, LINQ, Lambda expressions, delegates and events, exception methods, nullable type, Generics, Exception handling, error handling techniques, file handling techniques and many more.

What is different about this book ... The best way to learn C# is by doing and practicing. This book includes unique exercises at the end of each chapter that requires the application and demonstration of all the concepts taught in that chapter. Working through the exercises will not only give you an immense sense of satisfaction but also boost your confidence in your programming skills, there are solutions to exercises to enable you compare with your own solutions. Are you ready to become an expert C# developer? This book is just what you need. Buy Now

Visual C# 2005 - Harvey M. Deitel 2006

Learn how to build winning C# applications, start to finish, using the Deitels' proven methodology and signature Live-Code(tm) Approach! This new edition includes extensive use of Visual Studio 2005's new visual programming tools that tremendously reduce the amount of code programmers need to write in ADO.NET and ASP.NET applications. With these new tools, programmers can develop powerful ADO.NET and ASP.NET applications quickly and easily. You'll start with an introduction to C# and Visual C# 2005 Express. After examining methods and arrays, the Deitels present an in-depth introduction to object-oriented programming. They introduce powerful exception handling techniques for building mission critical software; followed by in-depth coverage of C#-based GUI development. Coverage also includes: multithreading; strings, characters; regular expressions; graphics; files and streams; and more. Next, you'll extend your C# applications to leverage XML and .NET, as you master ADO.NET database access and ASP.NET Web services delivery. An integrated, optional ATM case study teaches object-oriented design with UML(tm) 2.0 while a new GradeBook case study aids in the discussion of early classes and objects. From networking to security, the Deitels present hundreds of expert tips on good programming practices, avoiding errors, maximizing performance, testing, and debugging. For beginning programmers, and for developers experienced with traditional languages who want to master C# quickly.

Learning C# by Programming Games - Wouter van Toll 2019-12-04

Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience. Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer

distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient “Quick Reference” boxes, which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course.

Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises.

Mastering C# (C Sharp Programming) - Michael B. White 2019-05-19

While other books only cover the basics, this guide covers C Sharp in such detail that anyone can learn from this book. Contents: Introduction Part 1: Beginner Guide .NET Framework Installing Visual Studio Compiling and Running Your Project C# Comments C# Keywords Variables Basic Math User Input Math Part 2 Decision Making Switch Statements Looping Arrays Enumerations Part 2: Intermediate Guide Methods Classes Part 1 Stack vs. Heap Garbage Collection Classes Part 2 Properties Structs Inheritance Polymorphism, Virtual Methods, and Abstract Classes Interfaces Generics: Part 1 Generics: Part 2 Part 3: Advanced Guide File I/O Error Handling: Exceptions Delegates Events Threading Operator Overloading Indexers User-Defined Conversions Extension Methods Quick Quiz Part 4: More Advanced Section C# Reflection Anonymous Functions Asynchronous Programming LINQ Parallel Class and PLINQ Understanding PLINQ Speedup Query Operators and Ordering Using Unsafe Code An Introduction to Windows Forms Conclusion Answers

C# Programming: From Problem Analysis to Program Design - Barbara Doyle 2013-05-02

Effectively balance today's most important programming principles and concepts with the latest insights into C# using Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E. This insightful introductory book highlights the latest Visual Studio 2012 and C# 4.0 software with a unique, principles-based approach to give readers a deep understanding of programming. Respected author Barbara Doyle admirably balances principles and concepts, offering just the right amount of detail to create a strong foundation for beginning students. A straightforward approach and understandable vocabulary make it easy for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While this edition assumes no prior programming knowledge, coverage extends beyond traditional programming books to cover new advanced topics, such as portable class libraries to create applications for Windows Phone and other platforms. With entire chapters devoted to working with databases and Web-based applications, you'll find everything you need for a solid understanding of C# and programming fundamentals for ongoing success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Natural Introduction to Computer Programming with C# - Kari Laitinen 2004

This is the second in a series of books which introduce their readers in a natural and systematic way to the world of computer programming. This book teaches computer programming with the C# programming language. Pronounced "see sharp", this language is the latest important programming language in the computer world. While studying computer programming with this book, the reader does not necessarily require any

previous knowledge about the subject. The basic operating principles of computers are taught before the actual studies of computer programming begin. All the examples of computer programs are written so that the reader encounters a lot of natural-language expressions instead of the traditional abbreviations of the computer world. This approach aims to make learning easier. The pages of the book are designed to maximize readability and understandability. Examples of computer programs are presented in easy-to-read graphical descriptions. Because the pages of the book are large, example programs can be presented in a more reader-friendly way than in traditional programming books. In addition, pages are written so that the reader does not need to turn them unnecessarily. The electronic material that is available for the readers of this book includes 250 C# computer programs of which 101 are example programs presented on the pages of the book. Almost one hundred programs are provided as solutions to programming exercises. The rest of the programs are extra programs for interested readers. When you study computer programming, you need special programming tools in your personal computer. This book explains how the reader can download free programming tools from the Internet. Alternatively, the reader can work with commercial programming tools. Although this book is designed to be an easy book for beginners in the field of computer programming, it may be useful for more experienced programmers as well. More experienced people might not need to read every paragraph of the body text. Instead, they could proceed more quickly and concentrate on the example programs which are explained with special text bubbles. The book has a 14-page index which should help people to find information about certain features of the C# language.

C# - Harvey M. Deitel 2002-01

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

Learning C# 2005 - Jesse Liberty 2006-02-21

If you're a novice programmer and you want to learn C#, there aren't many books that will guide you. Most C# books are written for experienced C++ and Java programmers. That's why Jesse Liberty, author of the best-selling books *Programming C#* and *Programming ASP.NET*, has written an entry-level guide to C#. Written in a warm and friendly manner, *Learning C#* assumes no prior programming experience, and provides a thorough introduction to Microsoft's premier .NET language. The book helps you build a solid foundation in .NET, and shows you how to apply your skills through the use of dozens of tested examples. You'll learn about the syntax and structure of the C# language, including operators, classes and interfaces, structs, arrays, and strings. Better yet, this updated edition of *Learning C#* has been completely revised to include the latest additions to the C# language plus a variety of learning aids to help lock-in new knowledge and skills. Here's what's new: Extensive revisions to the text and examples to reflect C# 2005 and .NET 2.0 changes An introduction to Visual Studio 2005, the most popular tool for building Windows and web applications More than 200 questions and fully debugged programming exercises with solutions A greater emphasis on event handling New coverage of generics, generic collections, partial classes, anonymous methods and more. By the time you've finished *Learning C#*, you'll be ready to move on to a more advanced programming guide that will help you create large-scale web and Windows applications. Whether you have a little object-oriented programming experience or you are new to programming altogether, *Learning C#* will set you firmly on your way to mastering the essentials of the C# language.

Learning C# by Programming Games - Wouter van Toll 2019-11-21

Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience. Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient “Quick Reference” boxes, which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course. Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises.

Sams Teach Yourself C# Web Programming in 21 Days - Philip Syme 2002

Learn how to use C# for Internet programming with the hands-on techniques and clear explanations. This book discusses some C# features that allow rapid development of solutions such as garbage collection, simplified type declarations, and scalability support. The book explains key concepts in a simple and practical manner. Web Forms and Web Controls usher in an elegant way to make dynamic Web pages. The book covers these topics with how-to code examples and projects. One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol. .NET Web Services harness these two technologies, and is covered in later sections of the book.

Mastering C# (C Sharp Programming) - Michael B. White 2019-05-19

This book was designed to make concepts as easy as possible, while explaining how programming works. This guide is different from others in that it includes a variety of different exercises that readers can learn from.

The C# Programming Yellow Book - Rob Miles 2018-10-19

Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the code samples used in the book from here: [http:](http://www.robmiles.com/s/Yellow-Book-Code-Samples-64.z)

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Starting Out with Visual C#, Global Edition - Tony Gaddis 2018-10-18

For courses in Introductory C# Programming. Clear, friendly, and approachable, this Fourth Edition of Starting Out With Visual C# is an ideal beginning text for students with no programming experience. Detailed walk-throughs and a readable, comprehensible style make the text inviting to new programmers, while numerous practical example programs highlight the most important programming topics. Gaddis's detailed, step-by-step instructions teach a GUI-based approach that motivates students with familiar graphical elements. Topics are examined progressively in each chapter, with objects taught before classes. The Fourth Edition has been completely updated for Visual Studio 2015 and contains new sections on debugging, accessing controls on different forms, and auto-properties. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Programming Basics with C# - Svetlin Nakov 2019-09-01

The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing programming code at a beginners level (basic coding skills), working with development environment (IDE), using variables and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (<https://nakov.com>) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: <https://csharp-book.softuni.org>. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual

Studio, .NET, tutorial, C# tutorial, video lessons, C# videos, programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023 Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language, Visual Studio and other IDEs, creating a console program, writing computer programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations - using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and numbers, using numerical expressions, exercises with simple calculations, creating a simple GUI app for converting currencies Chapter 2.2. Simple Calculations – Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines Chapter 3.2. Simple Conditions – Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for visualizing a point in a rectangle, practical exercises with solution guidelines Chapter 4.2. More Complex Conditions – Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snipped in Visual Studio, many practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app Chapter 5.2. Loops – Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics exams Chapter 6.1. Nested Loops - using nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions, practical exercises with nested loops with solution guidelines, building a simple Web app to draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops – Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors, building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops – Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam

Preparations – Part I - sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations – Part II - another sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions – Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions – Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions and guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job

Programming in C - Kochan 2005-09

Programming in C, Third Edition is a revised edition of a classic programming title. Author Stephen Kochan's style and thorough explanations have earned him a place among the most respected of computer book authors. Although the C programming language hasn't undergone any major changes, it's enjoying new life among game programmers and small device programmers, where its simple elegance makes it the ideal choice for small fast programs. Large game developers, such as Nintendo, use C almost exclusively. This edition combines the time-tested instructional style of Stephen Kochan with updated and.

Microsoft Visual C#: An Introduction to Object-Oriented Programming - Joyce Farrell 2017-07-26

Develop the strong programming skills needed for professional success with Farrell's MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today's programming environment. Discover the latest tools and expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.