

C Sharp Programming Tutorial For Beginners In Urdu

C#
 C# in Depth
 C# For Beginners
 The Tactical Guidebook: Learn Csharp by Coding
 C# Programming Basics
 C# Programming, for Beginners, Quick Start Guide
 Beginning Visual C#
 C# (C Sharp Programming)
 Learn C# in 1 Day: Complete C# Guide with Examples
 C# for Beginners with Hands-On Project
 Learning C# by Programming Games
 C Sharp Language Crash Course Tutorial!
 A Step-By-Step Database Programming Tutorial
 Build Cloud, Web, and Desktop Applications
 Learn C# Coding for Beginners Book 1
 How to Learn C# in Less Than 7 Days. The Revolutionary Step-by- Step Crash Course From Novice to Advance Programmer
 Master the fundamentals of C# 3.0
 C# Complete
 C#: 2 Books in 1 - The Ultimate Beginner's & Intermediate Guide to Learn C# Programming Step By Step
 C# For Beginners
 Visual C# For Kids: A Step by Step Computer Programming Tutorial
 Programming C# 8.0
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 C# 7.0 in a Nutshell
 The C# Programming Yellow Book
 Beginning C# and .NET
 Fundamentals of Computer Programming with C#
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UNDERWOOD LUCAS

C# "O'Reilly Media, Inc."
 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.

C# in Depth CRB Publishing

About this book: Absolutely for Beginners "JavaScript in 8 Hours" covers all essential JavaScript knowledge. You can learn complete primary skills of JavaScript fast and easily. The book includes more than 80 practical examples for beginners and includes tests & answers for the college exam, the engineer certification, and the job interview. Source Code for Download This book provides source code for download; you can download the source code for better study, or copy the source code to your favorite editor to test the programs. Table of Contents Chapter 1 JavaScript Basic What is JavaScript? Comment Chapter 2 Operators Arithmetical Operators Logical Operators Chapter 3 Array Create an Array Show array element values Chapter 4 Math, Time Math Methods Greater & Less Chapter 5 String String length Join Strings Chapter 6 Object Object Declaration Navigate Web Page Chapter 7 Event HTML Basic Click Event Chapter 8 Form & Dom Form Basic The Element of the form Access the Form Appendix Tests & Answers Tests Answers Source Code for Download

C# For Beginners Createspace Independent Publishing Platform
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.

The Tactical Guidebook: Learn Csharp by Coding Sams Publishing

Master C# Programming with a unique Hands-On Project (Updated for VS Community 2017) Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C# for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C# Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. At the end of the book, you'll be guided through a unique project that requires the application of all the concepts taught previously. Working through the project will not only help you see how it all ties together, it'll also give you an immense sense of achievement and the exhilaration of turning lines of code into a finished product that you can be proud of! Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: Introduction to C#- What is C#? - How to install and run Visual Studio Community 2015? Data types and Operators - What are the

common data types in C#? - What are arrays and lists? - How to format C# strings - What is a value type vs reference type? - What are the common C# operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, properties, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? - What is an enum and struct? Controlling the Flow of a Program- What are condition statements? - How to use control flow statements in C# - What are jump statements? - How to handle errors and exceptions and Others...- How to accept user inputs and display outputs - How to use LINQ to save yourself from hours of work - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning C#. Learn it fast and learn it well.

[C# Programming Basics](#) Independently Published

About This Book: "C# Programming & Exercises" is a textbook for high school, college and university students; it covers all essential C# language knowledge. You can learn complete primary skills of C# programming fast and easily. Note: This textbook is only suitable for the C# programming beginners, high school, college and university students; it is not for the experienced C# programmers. Source Code for Download: This textbook provides source code for download; you can download the source code for better study, or copy the source code to your favorite editor to test the programs. Chapter Tests for Download: This textbook includes the test of each chapter; it can help you pass the college final exam, the job interview exam, and the engineer certification exam. Table of Contents Chapter 1 Introduction Introduction to C# First C# Program Chapter 2 Operators Struct Enum Arithmetical Operators Logical Operators Chapter 3 Control Structures If Statement If-else Statement Chapter 4 String & Array String Length Extract Substring Chapter 5 Function & Exception Functions Function with Arguments Chapter 6 Class & Object Class Declaration Object Declaration Chapter 7 Access Modifiers Public Private Chapter 8 Static Abstract Interface Abstract Abstract Example Appendix Q & A Questions Answers Source Code for Download Chapter Test for Download

C# Programming, for Beginners,

Quick Start Guide Fundamentals of Computer Programming with C#The Bulgarian C# Book

Designed to give you enough familiarity in a programming language to be immediately productive, Learning C# Programming with Unity 3D provides the basics of programming and brings you quickly up to speed. Organized into easy-to-follow lessons, the book covers how C# is used to make a game in Unity3D. After reading this book, you will be armed with the knowledge required to feel confident in learning more. You'll have what it takes to at least look at code without your head spinning. Writing a massive multiplayer online role-playing game is quite hard, of course, but learning how to write a simple behavior isn't. Like drawing, you start off with the basics such as spheres and cubes. After plenty of practice, you'll be able to create a real work of art. This applies to writing code—you start off with basic calculations, then move on to the logic that drives a complex game. By the end of this book, you will have the skills to be a capable programmer, or at least know what is involved with how to read and write code. Although you could go online and find videos and tutorials, there is a distinct advantage when it comes to learning things in order and in one place. Most online tutorials for C# are scattered, disordered, and incohesive. It's difficult to find a good starting point, and even more difficult to find a continuous list of tutorials to bring you to any clear understanding of the C# programming language. This book not only gives you a strong foundation, but puts you on the path to game development.

Beginning Visual C# Kidware Software Looking For An Easy To Follow & Comprehensive C# Programming Guide? Want to learn the secrets of C# programming language but don't have the time to watch all those endless explainer videos and tutorials? Need a quick, simple and easy-to-follow C# guide? Here's how you can master the popular C# programming language and start developing your own Microsoft platform apps! The Ultimate C# Programming Language Guide - Everything You Need To Know In A Nutshell! By the end of this all-inclusive beginner's guide to C# programming language, you will learn everything you need, including:

- Variables
- Data Types
- User Input
- Operators
- Functions
- Control Structures
- Programming Tutorials

As a result, our all-in-one C# guide will help you gain an in-depth understanding of programming fundamentals and enhance your programming skills without having to

spend a small fortune or waste time watching hours of boring videos. And The Best Part? You can do it at your own pace, come back to any part you need to revise and re-take every step from the beginning. Unlike those videos that you have to rewind every time you have a questions, our C# guide will allow you to maximize your efficiency and minimize the time needed to master the C# programming language! What Are You Waiting For? Nathan Metzler, the author of this in-depth guide, has been one of the C# language pioneers ever since it was first developed and started gaining popularity. His years of experience will enable you to understand the basics of C# programming language faster in a fun and easy way. Plus, the simple writing style will make you forget that you are reading a book about computer programming languages and allow you to focus better on your results. Click "Buy Now" If You Want To Take Your App Programming Skills To Another Level & Master C#!

C# (C Sharp Programming) Simon and Schuster

Learn C# in 7 days with practical examples, build a foundation for C# programming, and boost your skills to an advanced levelAbout This Book* Learn the basics of C# in 7 days* Works as a reference guide describing the major features of C#* Build easy and simple code through real-world example scenariosWho This Book Is ForThe book is for aspiring developers and absolute novices who want to get started with the world of programming. You do not need any knowledge of C# for this book.What You Will Learn* Understand and set up the .NET environment* Code in C# using the Visual Studio 2017 RC (preferable community edition) IDE* Define variables, syntax, control flows, statements, and arrays etc through examples* Understand the concepts of Object-Oriented Programming using C#* Get acquainted with attributes, collection, generics, and LINQ* Get your hands on class members such as Modifiers, Methods, Properties, Indexers, File I/O, Exception Handling, and Regex* Build a real-world application using C# 7In DetailThis book takes a unique approach to teach C# to absolute beginners. You'll learn the basics of the language in seven days. It takes a practical approach to explain the important concepts that build the foundation of the C# programming language.The book begins by teaching you the basic fundamentals using real-world practical examples and gets you acquainted with C# programming. We cover some important features and

nuances of the language in a hands-on way, helping you grasp the concepts in a fluid manner.Later, you'll explore the concepts of Object-Oriented Programming (OOP) through a real-world example. Then we dive into advanced-level concepts such as generics and collections, and you'll get acquainted with objects and LINQ. Towards the end, you'll build an application that covers all the concepts explained in the book.By the end of this book, you will have next-level skills and a good knowledge of the fundamentals of C#.Style and approachFast paced guide to get you up-to-speed with the language. Every chapter is followed by an exercise that focuses on building something with the language. The codes of the exercises can be found on the Packt website [Learn C# in 1 Day: Complete C# Guide with Examples](#) Simon and Schuster C# Complete is a one-of-a-kind book--valuable both for its broad content and its low price. Whether you're brand-new to C# programming, are migrating from Visual Basic or Visual C++ to C#, or have already developed some expertise in C#, you'll get the skills you need to become proficient with Microsoft's powerful new language designed for the .NET platform. Creating complex applications in the .NET Framework is made easier with C#--Microsoft's first true object-oriented programming language. In C# Complete, you'll get a clear picture of everything you need to know for developing applications using C#. You'll begin by learning the essential elements of the language and of Visual Studio .NET, in which you'll develop and run programs in a comprehensive integrated development environment. You'll see how to create functional and exciting user interfaces and desktop applications written with C#, and how to incorporate threads to their best advantage. You'll explore the use of ADO.NET classes in development of C# database applications. Chapters on ASP.NET Web Services will walk you through the building of an XML web services application. You'll also visit some advanced topics, including designing with security in mind, overcoming the shortcomings of the .NET Framework, and working with the Microsoft Mobile Internet Toolkit. C# Complete introduces you to the work of some of Sybex's finest authors, so you'll know where to go to learn even more about C# and the .NET Framework. Inside: Visual C# .NET Essentials Introduction to Visual C# and the .NET Framework Zen and Now: The C# Language Strings Object Oriented Programming Derived Classes Arrays, Indexers, and Collections Reflecting on

Classes C# Application Development Building a Better Windows User Interface Building Desktop Applications Working with Threads Database Development with C# Overview of the ADO.NET Classes ADO.NET Application Development Using DataSet Objects to Store Data Using DataSet Objects to Modify Data ASP.NET and Web Services Introduction to C# Web Applications Using XML in Web Applications Web Services Building Your Own Web Controls Advanced C# Development Overcoming Holes in the .NET Framework Overcoming Security Issues Getting Started with Mobile Internet Toolkit

C# for Beginners with Hands-On Project Independently Published
A guide to using the C# programming language to build Windows and Web-based applications.

Learning C# by Programming Games "O'Reilly Media, Inc."

Do You Want To Learn The Basics Of C# Programming? Are You READY To Take Your Programming To The Next Level? Do You Want To Overcome Any Programming Obstacle? Learn C# Programming Fast, Easily And In A Fun Way! The book, "C#: The C# For Beginners Guide to Learn C# Programming Language and C# Coding", contains proven steps and strategies on how to learn C# and be able to program effectively and efficiently. C#, otherwise known as C Sharp, was first released on 26th June 2000 by Microsoft. The developer, Anders Hejlsberg, came up with it while he and his team were developing the .NET framework. The lessons in this book start right from the beginning, covering the basics of C# and building up from there. This book will explain the fundamental aspects of the C# language. It will teach you the tools and techniques that you can use in creating your own C# programs. If you are looking for a comprehensive guide for the C# coding, this is the book that you need. Here Is A Preview Of What You'll Learn About Inside... Introduction to C# and .NET Framework Primitive Types Non-Primitive Types Control Flow Date and Time Debugging By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. The advantages of using C# programming are endless, from its native garbage collection, conditional compilation, simplified multi-threading and much more. This book will be your ultimate best friend when it comes mastering the skill of C# programming.

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Faber Publishing
C# Programming for Beginners Have you

always wanted to learn C# programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C Sharp for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C Sharp Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this C# book different... The best way to learn C# is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: introduction to c# environment setup program structure basic syntax data types variables operators decision making loops arrays object oriented programming much,much,more! Download your C# Programming copy today Tags: ----- C#, C# tutorial, C# book, learning C#, C# programming language, C# coding, C# programming for beginners, C# for Dummies, .NET, Visual Studio, C# operators

A Step-By-Step Database Programming Tutorial Microsoft Press
Learn C# in 7 days with practical examples, build a foundation for C# programming, and boost your skills to an advanced level About This Book Learn the basics of C# in 7 days Works as a reference guide describing the major features of C# Build easy and simple code

through real-world example scenarios Who This Book Is For The book is for aspiring developers and absolute novices who want to get started with the world of programming. You do not need any knowledge of C# for this book. What You Will Learn Understand and set up the .NET environment Code in C# using the Visual Studio 2017 RC (preferable community edition) IDE Define variables, syntax, control flows, statements, and arrays etc through examples Understand the concepts of Object-Oriented Programming using C# Get acquainted with attributes, collection, generics, and LINQ Get your hands on class members such as Modifiers, Methods, Properties, Indexers, File I/O, Exception Handling, and Regex Build a real-world application using C# 7 In Detail This book takes a unique approach to teach C# to absolute beginners. You'll learn the basics of the language in seven days. It takes a practical approach to explain the important concepts that build the foundation of the C# programming language. The book begins by teaching you the basic fundamentals using real-world practical examples and gets you acquainted with C# programming. We cover some important features and nuances of the language in a hands-on way, helping you grasp the concepts in a fluid manner. Later, you'll explore the concepts of Object-Oriented Programming (OOP) through a real-world example. Then we dive into advanced-level concepts such as generics and collections, and you'll get acquainted with objects and LINQ. Towards the end, you'll build an application that covers all the concepts explained in the book. By the end of this book, you will have next-level skills and a good knowledge of the fundamentals of C#. Style and approach Fast paced guide to get you up-to-speed with the language. Every chapter is followed by an exercise that focuses on building something with the language. The codes of the exercises can be found on the Packt website [Build Cloud, Web, and Desktop Applications](#) Sybex

[Beginning C# Object-Oriented Programming](#) brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in

C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Learn C# Coding for Beginners Book 1
Packt Publishing Ltd

This book is primarily aimed towards developers who are new to C#, have none or very limited prior experience with C# and are up for a CHALLENGE. The book does not presuppose that you have any prior C# knowledge since the purpose of the book is to teach you just that. Even if you already have created a couple of small C# projects on your own or have been developing applications for a while you might find the content in this book useful as a refresher. The first part describes the fundamentals of the C# language such as variables, loops and methods. The book then gets progressively more challenging, describing, among other things, object oriented programming, generics, multithreading, asynchronous operations and reflection. The content is tactical, practical and highly modular to make it easier for you to learn. This means that you actually have to read and implement the exercises in order to learn everything the book teaches. It is not recommended that you only read the book conceptually from cover to cover; the best way to learn is to be tactical and actually implement the practical exercises after reading each chapter. If you are aspiring to take the Microsoft exam 70-483 this book can be a great complement to the more traditional encyclopedic books on the market in that it contains many complete examples and exercises that you can implement to deepen your understanding of C#. The author has worked professionally with C# since it was released and as a Microsoft Certified Instructor for a number of years teaching C#, Visual Basic.NET and the .NET Framework. Read what a former

student has to say about the book: "Where to begin? If someone asked me just off the street, how do you learn the basics of programming - this is the book I would point to. Having myself spent hundreds of dollars on expensive and quite frankly, not very indulging C# reference books (or encyclopedias), I am very fortunate (and now as I realise that this method of teaching exists, frustrated...) to have stumbled upon this one. The layout of the book speaks for itself: Read a concise, to the point description about the basics of what you are about to implement, follow the implementation step by step and review the code/run it. Rinse and repeat. It is really simple and just as powerful a concept, if not more, than actually having a teacher standing by your side - guiding you. If you find the 1,2,3 steps dull and too easy, go do the implementation yourself and you will still find yourself learning a lot by reviewing how the author implemented the code. This is truly how to learn fast and still be able to pick up those gems of advice that will take you countless of hours to find out yourself, while still maintaining a level of curiosity none of the other books I've read on programming has ever done. You are literally reading a story book. This is a story with you, as a reader, involved with the creation of a program. The author smooths out the rough edges and all the non-essentials to give you a pleasant, first-hand experience of how a program should be constructed. Just as mastering any craft, mastering programming is not about learning everything at once. Instead you incrementally build your knowledge for a complete understanding and eventually see how the pieces fit together. This book is the trademark of a master; conveying the art of storytelling as a technical User-Story for the un-initiated, but eager to learn student. In much the same way as a good fictional book would've done, this book literally grasps you and engages you in learning, that is if you invest the time required. If you have ever found yourself scrolling through MSDN to learn something fundamental about the nature of the C# language and feeling a slight sensation of despair; this is your remedy. In other words: this book is great, read it and become Informed." - Rony Lindgren
[How to Learn C# in Less Than 7 Days. The Revolutionary Step-by- Step Crash Course From Novice to Advance Programmer](#)
Apress

Get a running start to learning C# programming with this fun and easy-to-read guide As one of the most versatile and powerful programming languages around, you might think C# would be an

intimidating language to learn. It doesn't have to be! In *Beginning C# and .NET: 2021 Edition*, expert Microsoft programmer and engineer Benjamin Perkins and program manager Jon D. Reid walk you through the precise, step-by-step directions you'll need to follow to become fluent in the C# language and .NET. Using the proven WROX method, you'll discover how to understand and write simple expressions and functions, debug programs, work with classes and class members, work with Windows forms, program for the web, and access data. You'll even learn about some of the new features included in the latest releases of C# and .NET, including data consumption, code simplification, and performance. The book also offers: Detailed discussions of programming basics, like variables, flow control, and object-oriented programming that assume no previous programming experience "Try it Out" sections to help you write useful programming code using the steps you've learned in the book Downloadable code examples from wrox.com Perfect for beginning-level programmers who are completely new to C#, *Beginning C# and .NET: 2021 Edition* is a must-have resource for anyone interested in learning programming and looking for a fun and intuitive place to start.

Master the fundamentals of C# 3.0

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C# Have you always wanted to learn C sharp programming language but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning C Sharp language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C Sharp for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn C Sharp

Programming in One Day Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is this book different... The best way to learn C# is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: *introduction to c# *environment setup *program structure *basic syntax *data types *variables *operators *decision making *loops *arrays *object oriented programming *much,much,more! Download your C# Programming copy today Tags:----- C#, C# tutorial, C# book, learning C#, C# programming language, C# coding, C# programming for beginners, C# for Dummies, .NET, Visual Studio, C# operators

C# Complete "O'Reilly Media, Inc."

Build on your existing programming skills and upskill to professional-level C# programming. Summary In Code Like A Pro in C# you will learn: Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Essential backend architecture skills Query and manipulate databases with LINQ and Entity Framework Core Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. There's no "Hello World" or Computer Science 101 basics—you'll learn by refactoring an out-of-date legacy codebase, using new techniques, tools, and best practices to bring it up to modern C# standards. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology You know the basics, now get ready for the next step! Pro-quality C# code is efficient, clean, and fast. Whether you're building user-facing business applications or writing data-intensive backend services, the experience-based, practical techniques in this book will take your C# skills to a new level. About the book Code Like a Pro in C# teaches you to

how write clean C# code that's suitable for enterprise applications. In this book, you'll refactor a legacy codebase by applying modern C# techniques. You'll explore tools like Entity Framework Core, design techniques like dependency injection, and key practices like testing and clean coding. It's a perfect path to upgrade your existing C# skills or shift from another OO language into C# and the .NET ecosystem. What's inside Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Query and manipulate databases with LINQ and Entity Framework Core About the reader For developers experienced with object-oriented programming. No C# experience required. About the author Jort Rodenburg is a software engineer who has taught numerous courses on getting up to speed with C# and .NET. Table of Contents PART 1 USING C# AND .NET 1 Introducing C# and .NET 2 .NET and how it compiles PART 2 THE EXISTING CODEBASE 3 How bad is this code? 4 Manage your unmanaged resources! PART 3 THE DATABASE ACCESS LAYER 5 Setting up a project and database with Entity Framework Core PART 4 THE REPOSITORY LAYER 6 Test-driven development and dependency injection 7 Comparing objects 8 Stubbing, generics, and coupling 9 Extension methods, streams, and abstract classes PART 5 THE SERVICE LAYER 10 Reflection and mocks 11 Runtime type checking revisited and error handling 12 Using IEnumerable and yield return PART 6 THE CONTROLLER LAYER 13 Middleware, HTTP routing, and HTTP responses 14 JSON serialization/deserialization and custom model binding

C#: 2 Books in 1 - The Ultimate Beginner's & Intermediate Guide to Learn C# Programming Step By Step Kidware Software

This book is all about getting you started fast without the need to spend days or even weeks on trying to understand Csharp. This e-book eliminates the common fear of long and complex code that beginners usually face. It has picked some best illustration that is difficult to find anywhere at this price. After reading this book, you will find yourself playing with code on very same day. Exploring yourself to .NET technology is an additional benefit of this book. Readers would prefer using this small e-book as a reference guide to all basic fundamentals of C#; they are all nicely explained. Your prejudice towards coding will no longer be same after going through this e-book. C# is an object-oriented programming language based on C++. It is considered similar to Java, but some of its features are

novel and not even found in Java. These includes nullable value types, enumerations, delegates, lambda expression, etc. These powerful features are very useful in building robust applications. If you are not in a position to attend a full-time course to learn these features. This e-book is a complete guide that covered key learning of Csharp Table Of Content Chapter 1: What is .NET Framework? What is Microsoft .Net Framework? .Net Framework Architecture .NET Components .Net Framework Design Principle Chapter 2: C# and .Net Version History .Net Framework Version History C# Version History Chapter 3: Download and Install Visual Studio How to Download and Install Visual Studio Visual Studio Key Features Chapter 4: C# Hello world Chapter 5: C# Data Types Chapter 6: C# Enum Chapter 7: C# Variables operator C# Variables C# Operators Chapter 8: C# Conditional Statements Flow Control and conditional statements 1) If statement 2) Switch statement 3) While loop 4) For loop Chapter 9: C# Arrays Chapter 10: C# Class and Object What is Class and Object? How to Create a Class and Object Fields and methods Chapter 11: C# Access Modifiers and Constructor Access Modifiers C# Constructor Chapter 12: C# Inheritance and Polymorphism What is Inheritance in C#? What is Polymorphism in C#? Chapter 13: C# Abstract classes Chapter 14: C# Interface Chapter 15: C# Collections Chapter 16: C# ArrayList Chapter 17: C# Stack Chapter 18: C# Queue Chapter 19: C# Hashtable Chapter 20: C# Windows Forms Application Windows Forms Basics C# Hello World Adding Controls to a form C# Event Handling for Controls Tree and PictureBox Control Chapter 21: C# Database Connection Tutorial Fundamentals of Database connectivity How to connect C# to Database Access data with the SqlDataReader C# Insert Into Database C# Update Database Deleting Records Connecting Controls to Data C# DataGridView Chapter 22: C# File Operations Basics I/O Commands File.Exists File.ReadAlllines File.ReadAllText File.Copy File.Delete Chapter 23: C# Stream Chapter 24: C# Serialization Chapter 25: Coded UI Test Automation Framework Tutorial **C# For Beginners** Apress 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://www.robmiles.com/s/Yellow-Book-Code-Samples-64.z>

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