## Table of Contents

**Introduction** 1

**Part I: C# Fundamentals**

**HOUR 1: The .NET Framework and C#** 5
- The .NET Framework 5
- The C# Language 13
- Summary 20
- Q&A 21
- Workshop 21
- Exercises 23

**HOUR 2: Introducing Visual Studio** 25
- Introducing the Visual Studio Editions 26
- Writing Your First Program 28
- Debugging in Visual Studio 32
- Visualizing Data 43
- Commenting Your Code 44
- Summary 46
- Q&A 46
- Workshop 47
- Exercises 47

**HOUR 3: Understanding C# Types** 49
- An Overview of Types 49
- The C# Predefined Types 51
- Other Commonly Used Types 55
- Working with Operators 60
- Default Values 66
- Null and Nullable Types 67
- Casting and Conversion 69
<table>
<thead>
<tr>
<th>HOUR</th>
<th>Title</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Handling Errors Using Exceptions</td>
<td>237</td>
</tr>
<tr>
<td></td>
<td>Understanding Exceptions</td>
<td>238</td>
</tr>
<tr>
<td></td>
<td>System.Exception</td>
<td>238</td>
</tr>
<tr>
<td></td>
<td>Throwing Exceptions</td>
<td>240</td>
</tr>
<tr>
<td></td>
<td>Handling Exceptions</td>
<td>241</td>
</tr>
<tr>
<td></td>
<td>Rethrowing Caught Exceptions</td>
<td>250</td>
</tr>
<tr>
<td></td>
<td>Overflow and Integer Arithmetic</td>
<td>252</td>
</tr>
<tr>
<td></td>
<td>Exceptions, Code Contracts, and Parameter Validation</td>
<td>253</td>
</tr>
<tr>
<td></td>
<td>Summary</td>
<td>258</td>
</tr>
<tr>
<td></td>
<td>Q&amp;A</td>
<td>258</td>
</tr>
<tr>
<td></td>
<td>Workshop</td>
<td>259</td>
</tr>
<tr>
<td></td>
<td>Exercises</td>
<td>260</td>
</tr>
<tr>
<td>12</td>
<td>Understanding Generics</td>
<td>261</td>
</tr>
<tr>
<td></td>
<td>Why You Should Use Generics</td>
<td>261</td>
</tr>
<tr>
<td></td>
<td>Using Generic Methods</td>
<td>269</td>
</tr>
<tr>
<td></td>
<td>Creating Generic Classes</td>
<td>271</td>
</tr>
<tr>
<td></td>
<td>Combining Generics and Arrays</td>
<td>273</td>
</tr>
<tr>
<td></td>
<td>Variance in Generic Interfaces</td>
<td>274</td>
</tr>
<tr>
<td></td>
<td>Working with Tuples</td>
<td>278</td>
</tr>
<tr>
<td></td>
<td>Summary</td>
<td>279</td>
</tr>
<tr>
<td></td>
<td>Q&amp;A</td>
<td>280</td>
</tr>
<tr>
<td></td>
<td>Workshop</td>
<td>280</td>
</tr>
<tr>
<td></td>
<td>Exercises</td>
<td>281</td>
</tr>
<tr>
<td>13</td>
<td>Understanding Query Expressions</td>
<td>283</td>
</tr>
<tr>
<td></td>
<td>Introducing LINQ</td>
<td>283</td>
</tr>
<tr>
<td></td>
<td>Using LINQ to Manipulate Data</td>
<td>284</td>
</tr>
</tbody>
</table>
PART IV: BUILDING AN APPLICATION USING VISUAL STUDIO

HOUR 17: Building a Windows Application
- Understanding WPF
- Creating a WPF Application
- Styling the Layout
- Summary
- Q&A
- Workshop
- Exercises

HOUR 18: Using Data Binding and Validation
- Understanding Data Binding
- Converting Data
- Validating Data
- Working with Data Templates
- Summary
- Q&A
- Workshop
- Exercises

HOUR 19: Building Windows Store Apps
- Understanding the Windows Runtime
- What's a Windows Store App?
- Working Asynchronously
- Building an App
- Summary
- Q&A
- Workshop
- Exercises

HOUR 20: Building a Web Application
- Understanding Web Application Architecture
- Working with ASP.NET
- Creating a Web Application
- Understanding Data Validation
PART V: DIVING DEEPER

HOUR 21: Programming with Attributes
Understanding Attributes
Using the Caller Info Attributes
Working with the Common Attributes
Using Custom Attributes
Accessing Attributes at Runtime
Summary
Q&A
Workshop
Exercises

HOUR 22: Dynamic Types and Language Interoperability
Using Dynamic Types
Understanding the DLR
Interoperating with COM
Reflection Interoperability
Summary
Q&A
Workshop
Exercises

HOUR 23: Memory Organization and Garbage Collection
Memory Organization
Garbage Collection
Understanding the IDisposable Interface
Using the Dispose Pattern
Declaring and Using Finalizers
Summary