

Microsoft Programming in C# Boot Camp Courses

**Boot camp Title – MCP: Programming in C# (1 Cert)**   
Number of Days – 5  
Number of Exams – 1  
Number of Certifications – 1  
Cost - $4995.00

Certifications:

MCP: Programming in C#

Exams:

**70-483:** Software Development Fundamentals

Course Description:

The MCP Programming in C# certification boot camp is a 5 day comprehensive deep dive into programming covering topics such as implementing, creating and programming. This instructor led face to face training camp will teach you the skills needed to support a programming environment.

Class Objectives (*Following information customized from Microsoft Learning Test Objectives)*

**Module 1: Review of C# Syntax**

This module reviews the core syntax and features of the C# programming language. It also provides an introduction to the Visual Studio 2012 debugger.

**Lessons**

* Overview of Writing Applications using C#
* Datatypes, Operators, and Expressions
* C# Programming Language Constructs

**Lab : Developing the Class Enrolment Application**

After completing this module, students will be able to:

* Describe the architecture of .NET Framework applications and use the features that Visual Studio 2012 and C# provide to support .NET Framework development.
* Use the basic data types, operators, and expressions provided by C#.
* Use standard C# programming constructs.

**Module 2: Creating Methods, Handling Exceptions, and Monitoring Applications**

This module explains how to create and call methods, catch and handle exceptions. This module also describes the monitoring requirements of large-scale applications.

**Lessons**

* Creating and Invoking Methods
* Creating Overloaded Methods and Using Optional and Output Parameters
* Handling Exceptions
* Monitoring Applications

**Lab : Extending the Class Enrolment Application Functionality**

After completing this module, students will be able to:

* Create and invoke methods, pass parameters to methods, and return values from methods.
* Create overloaded methods, and use optional parameters and output parameters.
* Catch and handle exceptions and write information to the event log.
* Explain the requirement for implementing logging, tracing, and profiling when building large-scale applications.

**Module 3: Developing the Code for a Graphical Application**

This module describes how to implement the basic structure and essential elements of a typical desktop application, including using structures and enumerations, collections, and events.

**Lessons**

* Implementing Structs and Enums
* Organizing Data into Collections
* Handling Events

**Lab : Writing the Code for the Grades Prototype Application**

After completing this module, students will be able to:

* Define and use structures and enumerations.
* Create and use simple collections for storing data in-memory.
* Create, subscribe to, and raise events.

**Module 4: Creating Classes and Implementing Type-safe Collections**

This module explains how to create classes, define and implement interfaces, and create and use generic collections. This module also describes the differences between value types and reference types in C#.

**Lessons**

* Creating Classes
* Defining and Implementing Interfaces
* Implementing Type-safe Collections

**Lab : Adding Data Validation and Type-safety to the Grades Application**

After completing this module, students will be able to:

* Create and use custom classes.
* Define and implement custom interfaces.
* Use generics to implement type-safe collections.

**Module 5: Creating a Class Hierarchy by Using Inheritance**

This module explains how to use inheritance to create a class hierarchy and extend a .NET Framework class. This module also describes how to create generic classes and define extension methods.

**Lessons**

* Creating Class Hierarchies
* Extending .NET Framework Classes
* Creating Generic Types

**Lab : Refactoring Common Functionality into the User Class**

After completing this module, students will be able to:

* Define abstract classes and inherit from base classes to create a class hierarchy.
* Inherit from .NET Framework classes and use extension methods to add custom functionality to the inherited class.
* Create generic classes and methods.

**Module 6: Reading and Writing Local Data**

This module explains how to read and write data by using file input/output (I/O) and streams, and how to serialize and deserialize data in different formats.

**Lessons**

* Reading and Writing Files
* Serializing and Deserializing Data
* Performing I/O Using Streams

**Lab : Generating the Grades Report**

After completing this module, students will be able to:

* Read and write data to and from the file system by using file I/O.
* Convert data into a format that can be written to or read from a file or other data source.
* Use streams to send and receive data to or from a file or other data source.

**Module 7: Accessing a Database**

This module explains how to create and use an entity data model for accessing a database, and how to use LINQ to query and update data.

**Lessons**

* Creating and Using Entity Data Models
* Querying Data by Using LINQ
* Updating Data by Using LINQ

**Lab : Retrieving and Modifying Grade Data**

After completing this module, students will be able to:

* Create an entity data model, describe the key classes contained in the model, and customize the generated code.
* Use LINQ to query and work with data.
* Use LINQ to insert, update, and delete data.

**Module 8: Accessing Remote Data**

This module explains how to use the types in the System.Net namespace, and WCF Data Services, to query and modify remote data.

**Lessons**

* Accessing Data Across the Web
* Accessing Data in the Cloud

**Lab : Retrieving and Modifying Grade Data in the Cloud**

After completing this module, students will be able to:

* Use the classes in the System.Net namespace to send and receive data across the Web.
* Create and use a WCF Data Service to access data in the cloud.

**Module 9: Designing the User Interface for a Graphical Application**

This module explains how to build and style a graphical user interface by using XAML. This module also describes how to display data in a user interface by using data binding.

**Lessons**

* Using XAML to Design a User Interface
* Binding Controls to Data
* Styling a User Interface

**Lab : Customizing Student Photographs and Styling the Application**

After completing this module, students will be able to:

* Define XAML views and controls to design a simple graphical user interface.
* Use XAML data binding techniques to bind XAML elements to a data source and display data.
* Add styling and dynamic transformations to a XAML user interface.

**Module 10: Improving Application Performance and Responsiveness**

This module explains how to improve the throughput and response time of applications by using tasks and asynchronous operations.

**Lessons**

* Implementing Multitasking by using Tasks and Lambda Expressions
* Performing Operations Asynchronously
* Synchronizing Concurrent Access to Data

**Lab : Improving the Responsiveness and Performance of the Application**

After completing this module, students will be able to:

* Create tasks and lambda expressions to implement multitasking.
* Define and use asynchronous methods to improve application responsiveness.
* Coordinate concurrent access to data shared across multiple tasks by using synchronous primitives and concurrent collections.

**Module 11: Integrating with Unmanaged Code**

This module explains how to integrate unmanaged libraries and dynamic components into a C# application. This module also describes how to control the lifetime of unmanaged resources.

**Lessons**

* Creating and Using Dynamic Objects
* Managing the Lifetime of Objects and Controlling Unmanaged Resources

**Lab : Upgrading the Grades Report**

After completing this module, students will be able to:

* Integrate unmanaged code into a C# application by using the Dynamic Language Runtime.
* Control the lifetime of unmanaged resources and ensure that they are disposed properly.

**Module 12: Creating Reusable Types and Assemblies**

This module explains how to examine the metadata of types by using reflection, create and use custom attributes, generate managed code at runtime, and manage different versions of assemblies.

**Lessons**

* Examining Object Metadata
* Creating and Using Custom Attributes
* Generating Managed Code
* Versioning, Signing and Deploying Assemblies

**Lab : Specifying the Data to Include in the Grades Report**

After completing this module, students will be able to:

* Examine the metadata of objects at runtime by using reflection.
* Create and use custom attribute class.
* Generate managed code at runtime by using CodeDOM.
* Manage different versions of an assembly and deploy an assembly to the Global Assembly Cache.

**Module 13: Encrypting and Decrypting Data**

This module explains how to encrypt and decrypt data by using symmetric and asymmetric encryption.

**Lessons**

* Implementing Symmetric Encryption
* Implementing Asymmetric Encryption

**Lab : Encrypting and Decrypting Grades Reports**

After completing this module, students will be able to:

* Perform symmetric encryption by using the classes in the System.Security namespace.
* Perform asymmetric encryption by using the classes in the System.Security namespace.