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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.

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

C# is simple, but powerful.C# is a simple and

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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

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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

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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! This book gets you off to a fast start by showing you how to use Visual Studio 2015, C# 6.0, and the .NET 4.6 classes to develop Windows Forms applications. Next, it shows

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you the best techniques for developing object-oriented applications. Then, it shows you how to handle data a must in business development using data sources, ADO.NET code, and the Entity Framework for database data and LINQ for data structures like arrays and collections. Along the way, it gives you the core C# and Visual Studio skills that you need to develop any C# application whether for Windows, the web, or mobile devices. In short, No other core C# book teaches you so much, so fast, or so thoroughly.

C# for Beginners

Become an expert C# programmer by solving

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interesting programming problems

Programming Basics with C#

C# Precisely

Head First C#

A Natural Introduction to Computer

Programming with C#

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

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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

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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

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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

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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

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*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*

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

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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#

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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

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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

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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

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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

A concise reference to the C# programming language, expanded and updated, with a look ahead at C# 5.0. C# is

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an object-oriented programming language that is similar to Java in many respects but more comprehensive and different in most details. This book offers a quick and accessible reference for anyone who wants to know C# in more detail than that provided by a standard textbook. It will be particularly useful for C# learners who are familiar with Java. This second edition has been updated and expanded, reflecting the evolution and extension of the C# programming language. It covers C# versions 3.0 and 4.0 and takes a look ahead at some of the innovations of version 5.0. In particular, it describes asynchronous programming as found in 5.0. Despite the new material, C#

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Precisely remains compact and easy to navigate. It describes C# in detail but informally and concisely, presenting lambda expressions, extension methods, anonymous object expressions, object initializers, collection initializers, local variable type inference, type dynamic, type parameter covariance and contravariance, and Linq (language integrated query), among other topics, all in about 250 pages. The book offers more than 250 examples to illustrate both common use and subtle points. Two-page spreads show general rules on the left and relevant examples on the right, maximizing the amount of information accessible at a glance. The complete, ready-to-run example programs are

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available at the book's Web site,

<http://www.itu.dk/people/sestoft/csharpprecisely/>

Get started using the C# programming language. Based on the author's 15 years of experience teaching beginners, the book provides you with a step-by-step introduction to the principles of programming, or rather, how to think like a programmer. The task-solution approach will get you immersed, with minimum theory and maximum action.

What You Will Learn Understand what programming is all about Write simple, but non-trivial, programs Become familiar with basic programming constructs such as statements, types, variables, conditions, and loops Learn to

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think like a programmer and combine these programming constructs in new ways Get to know C# as a modern, mainstream programming language, and Visual Studio as one of the world's most popular programming tools Who This Book Is For Those with very little or no experience in computer programming, who know how to use a computer, install a program, and navigate the web.

A Step by Step Guide for the Beginner, Intermediate and Advanced User, Including Projects and Exercises

Mastering C#: from Beginner to Expert Level

The Tactical Guidebook: Learn Csharp by Coding

C# Primer Plus

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*Comprehensive Introduction to Programming with C#:
Video Book + Learning Platform*

Hands-On Object-Oriented Programming with C#

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

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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

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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

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

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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

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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

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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

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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# 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.

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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

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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

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Source Code for Download Chapter Test for Download
Microsoft Visual C# Step by Step

Practice Your C# Level 1

C# Programming for Beginners

A Step-By-Step Guide to Programming in C#

STEPHENS' C# PROGRAMMING WITH VISUAL STUDIO
2010 : 24-HOUR TRAINER (With CD)

How to Program

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

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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

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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

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<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:
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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,

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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,

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9544007733

C# .Net Illuminated is an introductory programming textbook that takes a step-by-step approach to event-driven programming and rapid application development using Microsoft Visual Studio .NET. Readers learn how to maximize the power of the C# language and the Visual Studio .Net environment through a hands-on, highly visual approach, complete with numerous examples, sample applications, and programming exercises. Features designed to reinforce key skills and concepts are found throughout, making this book ideal for use in a classroom/lab setting or as a self-study guide. Key features of this text include " Focus on building applications right away - After a short introduction to the event-programming model and an overview of Visual Studio .NET, readers begin using the tools they need to build Windows

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applications, with an emphasis on learning by doing. " Highly visual and hands-on - Readers are guided through the use of Visual Studio .NET with numerous screen shots, sample programs, step-by-step instructions, and hands-on exercises. " C# syntax is covered in the context of the event-programming model and rapid application development - The fundamentals of the language are covered in-depth at the heart of the book, with an emphasis on using Visual Studio .NET s tools to minimize the amount of code developers need to write. " Full coverage of cutting-edge .NET technologies - Readers learn how to use the Visual Studio libraries to build database applications, Web Services, mobile applications, and applications for handheld computing devices. " End-of Chapter Exercises - Allow readers to apply the programming skills they have learned and get quick feedback on their progress.

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C# Programming Made Easy C# is a simple and general-purpose object-oriented programming language. Combine this with its 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 in this C# Programming Guide... 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 over a set of items using 4 different types of loops. Ways to make decisions in your code. About object oriented programming (OOP).

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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. The best way to perform exception handling for your C# applications. What lambda expressions and how to use them. All about C# generics. Using and mastering extension methods. Nullable types Anonymous types How to program asynchronously to give the end user the best experience possible. All about LINQ including query operators, mapping LINQ to SQL databases, and manipulating data in XML format. 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 C#

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programming 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 C# programming language. Scroll up and click ["Buy Now"](#) to get started learning C# today!

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

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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

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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.

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C#. NET Illuminated

Solve modern challenges with functional programming and test-driven techniques of C#

The C# Programming Yellow Book

Learn to Program in C# from First Principles

Mastering C#

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

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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#

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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

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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
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it 4. C# 4: Improving interoperability 5.

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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 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

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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,

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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.

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

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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

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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 learnPerform statistical calculations such as finding the standard deviationFind combinations and permutationsSearch directories for files matching patterns using LINQ and PLINQFind

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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#
The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer

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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

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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

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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,

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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>.

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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

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programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio

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Chapter 2.2. Simple Calculations - Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics

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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

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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 /

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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

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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

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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,

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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

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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

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C# Book for Absolute Beginners with Hands On Exercises and Real-World Examples the One Book You Need to Quickly Master C#

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Programming, No Prior Experience Required
A Step by Step Guide for Absolute Beginners,
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Exercises and Quizzes, No Prior Experience Is
Required

C#

Mastering C# (C Sharp Programming)

C# Programming, for Beginners, Quick Start
Guide

Presenting a self-paced guide to C# programming in the Visual Studio environment, this book uses easy-to-follow lessons reinforced by step-by-step instructions, screencasts, and supplemental

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exercises to help you master C# programming quickly and painlessly. --

Fundamentals of Computer Programming with C#The Bulgarian C# BookFaber Publishing

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This is the second in a series of books which introduce their readers in a natural and systematic way to the world of

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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

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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

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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.

Requiring no programming experience, this book teaches game programming and the C# language. It discusses basic game structure, player input, game objects, game worlds, levels, animation, physics and intelligence, guiding the reader to create playable games.

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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

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While other books only cover the basics, this guide covers C Sharp in such detail that anyone can learn from this book.

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Forms Conclusion Answers

Market_Desc: Novice programmers; no previous programming experience required.

Special Features: " Rod Stephens is a well-known authority on Microsoft

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Package: Each lesson in the print product is supplemented by an instructional video, included on the accompanying DVD." Perfect for beginners: no previous programming experience is required." Fully covers the

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latest release of Visual C#." The author will create a new online C# community, called CSharpHelper, patterned after his successful VBHelper website. About The Book: This book is a self-paced guide to C# programming in the Visual Studio environment. Easy-to-follow lessons, reinforced by step-by-step instructions, screencasts, and supplemental exercises, allow readers of all learning styles to master Visual C# programming quickly and painlessly. The book's scope is limited to an introduction to Visual C# programming.

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It starts from scratch, assuming the reader has little or no programming experience, and provides an introduction to Visual C# programming and to Visual Studio. The book is divided into lessons that begin with a discussion of a particular concept or technique. After describing the main concept, the lesson includes a Try It section that invites the reader to perform a programming exercise to solidify the lesson's ideas. The Try It has several subsections. Goals describes the exercise so the reader knows what

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should happen. Hints gives pointers about possible confusing aspects of the problem if they are needed. Step-by-Step provides a numbered series of steps that show how to solve the problem. A screencast on the accompanying DVD shows the author working through the Try It problem. Additional commentary at the end of the screencast highlights extensions of the lesson's main concepts. After the Try It's Step-by-Step section, the text concludes with a series of exercises that the reader can solve for further practice and to expand the

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lesson's main ideas.

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

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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 mean 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

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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

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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

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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 alot by reviewing how the author implemented the code. This is truly how to

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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

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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

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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
Practical Guide for Programmers

Fundamentals of Computer Programming with C#

Microsoft Visual C#: An Introduction to Object-Oriented Programming
C# Programming

The Bulgarian C# Book
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Beginning C# and .NET

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

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C# and the .NET Framework, Second Edition carefully introduces object-oriented and event-driven programming with numerous examples, so students can grasp these difficult concepts and then apply them. Appropriate for the two-term CS1 and introductory C# programming courses, this text takes a spiral approach to teach objects, starting with simple intuitive examples, then simple class design, and progresses to the more difficult aspects of inheritance and polymorphism. Similarly with events, the spiral approach is used to introduce simple paint event first, proceeding to user interfaces and event handlers. The many

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and varied types of exercises provide students with the practice they need to fully comprehend this popular programming language. The basics are covered including fundamentals of C#, concepts of object-oriented and event-driven programming, as well as more advanced topics, including data structures, threads, networking, database access, XML, and Web programming. Computing with C# and the .NET Framework, Second Edition is the comprehensive one-volume reference for modern C#-based .NET technology! New and Key Features of the Second Edition:

- Includes the new and relevant features of the C#

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language through version 4 -Chapter 12 has been rewritten to use generic collections -A new section has been added to introduce Language Integrated Query (LINQ) -Includes named and optional method arguments, anonymous functions, implicit typed local variables, and object and collection initialization -Contains a new appendix that provides examples showing how to use Visual Studio or Visual C# Express -Provides numerous and varied exercises to allow the student to assimilate concepts and techniques
Instructor Resources: -PowerPoint Lecture Outlines -Solutions to the odd-numbered

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Programming Exercises -Chapter Tests -Source code for all examples in the text

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

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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

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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.

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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

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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.

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