Programming C# 6: Fundamentals

Course Overview

This course will introduce students to .NET, as well as teach them about their first app, debugging, errors, projects, syntax, variables, and data types.

Breakpoints - Part 2
Breakpoints - Part 3
Topic C: Runtime and Logic Errors - Part 1
Runtime and Logic Errors - Part 2
Runtime and Logic Errors - Part 3

Chapter 04 - Projects and Syntax   1h 37m
Topic A: Anatomy of a C# Program - Part 1
Anatomy of a C# Program - Part 2
Anatomy of a C# Program - Part 3
Topic B: Project Folders and Files - Part 1
Project Folders and Files - Part 2
Project Folders and Files - Part 3
Topic C: Statements and Expressions - Part 1
Statements and Expressions - Part 2
Statements and Expressions - Part 3
Topic D: Language Syntax - Part 1
Language Syntax - Part 2
Language Syntax - Part 3
Topic E: Preprocessing Directives - Part 1
Preprocessing Directives - Part 2
Preprocessing Directives - Part 3

Chapter 05 - Variables and Data Types   51m
Topic A: Variables - Part 1
Variables - Part 2
Variables - Part 3
Topic B: Data Types - Part 1
Data Types - Part 2
Data Types - Part 3

Chapter 06 - A Closer Look at Data Types   56m
Topic A: Floating Point Data - Part 1
Floating Point Data - Part 2
Floating Point Data - Part 3
Topic B: Characters - Part 1
Characters - Part 2
Characters - Part 3
Topic C: Constants and Enums - Part 1
Constants and Enums - Part 2
Constants and Enums - Part 3

Total Duration: 6h 53m