



Course Weekly Outline

Course Name: Programming in C# I

Course Instructor					
E-mail					
Title					
Course Coordinator					
Course Objective	<ul style="list-style-type: none"> - Build on applications using N-Tier architecture having Data, DAO and Business classes. - Develop database centric applications using ADO.NET. - Build GUI applications using .NET Framework and WinForms API. - How XML can be utilized in operating data between discrete technologies. - Build and use the reusable components and controls. - Develop Multithreading and Asynchronous Programming - Package and Setup .net applications. 				
Course Description					
Textbook					
References					
Course Assessments	Term Tests	Laboratory	Quizzes	Project	Final Exam
	30%	15%	5%		50%
General Notes					



Course Weekly Outline

Week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1		Overview of C# programming language.		
2		Variables and Data Types: Declaring and using variables. Basic data types in C# (e.g., int, float, string). Type conversion and casting		
3		Control Structures and Loops: Conditional statements (if, switch). Looping structures (for, while, do-while)		
4		Working with arrays and collections. Accessing, modifying, and iterating over collection elements.		
5		Introduction to generic collections.		
6		Defining and calling methods. Passing parameters to methods		
7		Overloading methods.		
8		Object-Oriented Programming (OOP) Basics		
9		Introduction to OOP		
10		Encapsulation		
11		inheritance		
12		polymorphism		
13		Class constructors and destructors		
14				
15		Final Exam		

Instructor Signature:

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