



6367 – Intro to VS 2008

Introduction to Object Oriented Programming using Microsoft Visual Studio 2008

Introduction

This course is intended for lower-intermediate level programmers who have a minimum of three months programming experience in a professional environment and want to learn how to use C# to develop well conceived and implemented Object Oriented Programming applications.

Prerequisites

A minimum of three months programming experience in a professional environment An understanding of the problem-solving techniques that apply to software development

Course Objectives

After completing this course, students will be able to:

- Describe object-oriented programming.
- Implement classes, properties, and methods.
- Implement inheritance, abstraction, and polymorphism.
- Implement interfaces.
- Designing object-oriented structures.
- Implement delegates, events, and exceptions.
- Design inter-object interactions.
- Deploy components and class libraries.

Course Outline

Module 1: Getting Started with Object-Oriented Programming

- Lesson 1: Introduction to Object-Oriented Programming
- Lesson 2: Creating Projects in Visual Studio 2008
- Lesson 3: Coding in Visual Studio 2008
- Lesson 4: Productivity Features in Visual Studio 2008
- Lesson 5: Debugging Visual Studio Applications
- **Lab: Getting Started with Object-Oriented Development in Visual Studio 2008**

Module 2: Implementing Classes, Properties and Methods

- Lesson 1: Creating Classes
- Lesson 2: Implementing Properties within a Class
- Lesson 3: Implementing Methods within a Class
- Lesson 4: Using Classes, Properties, and Methods



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- **Lab: Implementing Classes with Properties and Methods in Visual Studio 2008**

Module 3: Implementing Inheritance, Abstraction, and Polymorphism

- Lesson 1: Introduction to Inheritance and Abstraction
- Lesson 2: Implementing Inheritance and Abstraction
- Lesson 3: Introduction to Polymorphism
- Lesson 4: Implementing a Polymorphic Structure
- **Lab: Implementing Inheritance and Abstraction**

Module 4: Implementing Interfaces

- Lesson 1: Introduction to Interfaces
- Lesson 2: Implementing an Interface
- **Lab: Implementing Interfaces**

Module 5: Designing Object-Oriented Structures

- Lesson 1: Establishing Classes from Business Requirements
- Lesson 2: Adding Inheritance to the Design
- Lesson 3: Adding Interfaces to the Design
- Lesson 4: Reviewing and Refining the Design
- **Lab: Designing Object-Oriented Structures**

Module 6: Delegates, Events and Exceptions

- Lesson 1: Introduction to Delegates
- Lesson 2: Implementing Delegates
- Lesson 3: Introduction to Events
- Lesson 4: Implementing Events
- **Lab 6A: Implementing Delegates and Events**
- Lesson 5: Introducing Exceptions
- Lesson 6: Implementing Exceptions
- **Lab 6B: Implementing Exceptions 6**

Module 7: Designing Object Collaboration

- Lesson 1: Introduction to Class Interactions
- Lesson 2: Adding Interactions to a Design
- Lesson 3: Evaluation the Design
- Lesson 4: Introduction to Patterns
- **Lab: Designing Object-Oriented Interactions**



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Module 8: Deploying Components and Class Libraries

- Lesson 1: Introduction to Components and Class Libraries
- Lesson 2: Deploying a Component/Class Library
- Lesson 3: Best Practices for Deploying Components/Class Libraries
- **Lab: Deploying Components/Class Libraries**

Course Duration

- 3 Days
- include equipment, training material, lunch and refreshments



Learning Solutions