.Net Training

C#.NET

Introduction to .NET Framework

.NET Framework

1. OverView
2. CLR,CLS
3. MSIL
4. Assemblies
5. NameSpaces
6. .NET Languages
7. Dll's(Vs)Exe's

Basics:

1. Getting Started
2. Using Variables and Arrays
3. Methods and Parameters
4. Decision Structures and Loops
5. Handling Errors and Exceptions

OBJECT ORIENTED PROGRAMMING

1. Classes, structures and enums
2. Constructors
3. Destructors
4. Properties
5. Inheritance
6. Shadowing(new methods)
7. Overriding
8. Method Overloading
9. this and base Keyword
10. Sealed classes
11. Interfaces, Abstract Classes
12. Working with Delegates
13. Designing and Implementing Events
14. Generics
15. Sealed classes and Partial classes
16. C#.NET Application Architecture
17. Solution, Projects
18. Compiling, Debugging and Running in IDE

INTRODUCTION TO GUI PROGRAMMING

1. System.Windows.Forms Assembly
2. System.Drawing
3. The Form Class
4. Win Forms
5. Visual Inheritance
6. Programming with Controls
7. User Controls

WORKING WITH COLLECTIONS, IOSystem.IO

1. Readers and Writers
2. Streams

System.Collections

1. Hashtable
2. ArrayList

SERIALIZATION

Formatters

1. Binary Serialization
2. Formatters, Binary Formatter
3. SOAP Serialization
4. XML Serialization

ADO.NET I:

1. Introduction
2. Architecture
3. System.Data.Dll
4. System.Data.Oledb
5. System.Data.SqlClient
6. Data Readers
7. Command Object
8. Procedure Execution (PL/SQL)

ADO.NET II : Data Adapters and DataSets

1. Data Tables
2. Data Relations
3. Data Views

ASSEMBLIES

1. Strong Names
2. GAC
3. Private and Shared Assemblies
4. SFA
5. MFA

MULTITHREADING

1. Threading Introduction
2. System.Thrading NameSpaces
3. Thread Members
4. Thread States

GUI PROGRAMMING

CRYSTAL REPORTS WITH .NET

VB.NET

Overview of .NET

1. Drawbacks of the Existing System
2. Why .NET came into picture
3. Difference between Java and .NET
4. .NET Framework Architecture
5. Versions of .NET Framework

Visual Basic .NET

1. Disadvantages of Visual Basic
2. Programming in VB .NET

3. Operators
4. Conditional Statements
5. Arrays

OOPS

1. Abstraction
2. Encapsulation
3. Constructors
4. Inheritance
5. Overloading Methods and Constructors
6. Abstract Classes
7. Interfaces
8. Assemblies
9. Access Specifies

Exception Handling

1. What is Exception
2. Error Handling
3. Using Try, Catch, Finally and Throw
4. Defining our own exception classes
5. Debugging the Application

Windows Programming

1. Understanding Windows Programming
2. Class Hierarchy
3. Using Various Windows Components

ADO .NET

1. Client Server Architecture
2. Understanding Drivers and Providers
3. ADO .NET Architecture
4. Using OLEDB Providers
5. Data Readers
6. Using Oracle and SQL Server Managed Providers
7. Disconnected Architecture with Data sets
8. Data controls
9. Data Table and Data View difference and usage
10. Invoking Stored Procedures

Assemblies

1. Why Assemblies
2. Disadvantages of Com
3. Architecture of Assemblies
4. Creating Private and Shared Assemblies
5. Deploying Shared Assemblies in GAC

Custom Windows Controls (User Controls)

1. Creating and Using them in other applications
2. Defining properties to controls using Property Procedures
3. Defining Events to controls and invoke them

Multithreading

1. Difference between Multitasking and Multithreading
2. Advantages of Multithreading
3. Creating Multiple threads in application
4. Thread Synchronization

Windows Services

1. Understanding Windows Services
2. Creating Windows Services
3. Installing and Uninstalling Windows services

.NET Remoting

1. Understanding Distributed Architecture
2. Drawbacks of DCOM
3. Remoting Advantages
4. Remoting Vs web services
5. Creating & Using Remote Applications

Crystal Reports

1. Designing and Invoking Crystal Reports
2. Datasets and Crystals Reports

ASP.NET

ASP.NET

1. Basics
2. Web Programming
3. HTML, DHTML
4. JavaScript
5. IIS
6. ASP

ASP.NET INTRODUCTION

1. Difference Between ASP and ASP.NET
2. Architecture
3. Inline Technique & Code-Behind Technique
4. Code Render Blocks
5. Server Controls
6. Page Basics, Page lifecycle
7. Post back Request
8. View State, Directives

PROGRAMMING WITH SERVER CONTROLS

1. Html Server Controls
2. Web Server Controls
3. Basic Web Controls
4. List Controls, Data Controls
5. Adv Controls, User Controls

CUSTOM CONTROL Development

THEMES AND SKINS

MASTERPAGES AND SITE NAVIGATION

ADO.NET PROGRAMMING

1. Architecture
2. DataReaders and DataSets
3. Command Object
4. Transaction Programming
5. Procedure Execution
6. Data Adapter and Data Set
7. Data Tables
8. Data Relation
9. Data Views

10. Updating Dataset

ADO.NET AND ASP.NET

1. Working with Data Controls
2. GridView
   -Inserting, Updating, Deleting
   -Sorting in Data Grid
   -Paging in Data Grid
3. DataSource Controls
4. Dataset
5. DetailsView
6. FormView
7. Data List
8. Repeater Control
9. Crystal Reports

XML PROGRAMMING

XML

1. DTDs & XSDs
2. Parsers
3. SAX Model
4. DOM Model
5. XML Programming in .Net
6. XML Readers
7. XML Serialization

STATE MANAGEMENT WITH ASP.NET

1. Context
2. View State
3. Cookie State
4. Session State
5. Session Tracking
6. Application Object
7. Session and Application Events

ASP .NET APPLICATION TUNING

1. Machine.Config & Web.Config.
2. App Setting
3. Compilation Settings
4. Custom Error Settings
5. Session State Settings
6. InProcess & OutProcess Sesstion States
7. State Server & SQL Server
8. Cookieless Session State
9. Application and Global.ASAX

CACHING

1. Introduction to Caching
2. Types of Caching
3. Page Caching
4. Diff. between Webuser Controls & Custom Controls
5. Page fragmentation Caching
6. Data Caching
7. Data Caching – Application Object

TRACING

1. Page Level
2. Application Level

SECURITY

1. Authentication & Authorization
2. Windows Authentications
3. Forms Authentications
4. Passport Authentications
5. Memberships

WEB SERVICES

1. Architecture
2. WSDL, SOAP, UDDI
3. Publishing and Consuming Web Services
4. Web Client
5. Windows Client
6. Caching Web Services
7. Security in Web Services

WEBPARTS

1. Webpart Manager
2. Zone Types

Overview of Advanced .NET Technologies

1. ASP.NET-AJAX
2. WPF
3. WCF
4. Silverlight

Advanced .NET Content

WCF with C#

Introduction to WCF

1. Review the Challenges of Building Distributed Applications
2. Examine the Concept of Service Oriented Application
3. See a High Level Overview of Windows Communication Foundation
4. Build and Host your First WCF Service

Hosting and Calling WCF Services

1. Understand how to Host a WCF Service
2. Understand how Clients Communicate with Services
3. See how to Host and Call a Service using Multiple Bindings
4. See how to Configure Endpoint in Code and in Configuration Files

Bindings and Contracts

1. Understand how to Work with Bindings
2. Explore how to Create Service and Data Contracts
3. See the Implications of Modifying Service and Data Contracts

Exceptions, Diagnostics and Message Patterns

1. Learn how to Handle Exceptions in WCF Services
2. See Techniques for Diagnosing Services
3. Explore One-Way and Duplex Communication

Sessions and Transactions

1. See how to use Sessions to Maintain State in WCF Services
2. Explore Options for Controlling the Lifetime of a Service Instance

3. Learn how to Add Transactions Support to a WCF Service

WCF Security

1. Explore the Basics of WCF Security
2. See how to Authenticate Callers of a Service
3. See how to Authorize Callers Based on Roles

RESTful Services

1. Explore how to Build WCF Services that Support Representational State Transfer (REST)

WPF with C#

Introducing WPF

1. Understand the motivation behind WPF
2. Examine the various 'flavors' of WPF applications
3. Overview the services provided by WPF
4. Examine the core WPF assemblies and namespaces
5. Work with the Window and Application class types
6. Learn the syntax of XAML
7. Understand the XAML / code relationship

WPF Controls

1. Survey the core WPF control types
2. Review the WPF control programming model
3. Learn to position controls using layout managers
4. Understand the role of WPF control commands

WPF Document Controls

1. Understand the scope of the WPF documents API
2. Distinguish between fixed documents and flow documents
3. Populate a document with inline and block elements
4. Work with the WPF document APIs

WPF Graphical Rendering Services

1. Understand the scope of WPFs graphical rendering services
2. Work with the Shape types
3. Work with Brushes and Pens
4. Apply graphical transformations
5. Understand the role of geometries and drawings
6. Work with the visual programming layer

WPF Resource Management

1. Learn to manage binary resources
2. Understand the role of logical resources
3. Work with resources in XAML and procedural code
4. Work with resource dictionaries
5. Understand the resource lookup mechanism
6. Know the role of dynamic resources
7. Learn how to make use of system resources

WPF Styles

1. Learn how to define and apply WPF styles
2. Learn to limit where a style can be applied
3. Build new styles based on existing styles
4. Understand the use of triggers

WPF Animation Support

1. Understand the scope of WPF's animation services
2. Define animations in code and XAML
3. Work with linear interpolation animations
4. Work with key-frame-based animations
5. Work with path-based animations

WPF Data Binding

1. Understand the WPF data binding mechanism
2. Bind to custom objects

WPF Templates and User Controls

1. Understand the relationship between WPF logical and visual trees
2. Learn to build custom control templates
3. Examine options for building custom controls

LINQ Training Outline

Language Extensions

1. Implicitly typed variables
2. Extension methods
3. Object initialization syntax
4. Anonymous types
5. Lambda expressions

Introduction to LINQ

1. LINQ expressions
2. Using via extension methods
3. Filtering
4. Sorting
5. Aggregation
6. Skip and Take operators
7. Joins

Deferred Execution

1. Benefits and drawbacks
2. IEnumerable vs IQueryable
3. Using across tiers

Data Projection

1. Single result value
2. Existing types
3. Anonymous types
4. Grouping

LINQ to XML

1. New XML classes
2. Generating XML
3. Querying XML
4. Using data projection
5. Combining with XPath

LINQ to SQL

1. Attributes and mapping
2. Creating a DataContext

3. Deferred loading
4. Saving changes
5. Inserts and deletes
6. Transactions
7. Concurrency
8. Handling exceptions

LINQ to Entities

1. ADO.NET Entity Framework
2. Differences from LINQ to SQL
3. Available providers
4. Defining an Entity Data Model (EDM)
5. Database-first vs. Model-first
6. Object Services
7. Change tracking
8. Using EntityClient
9. Using stored procedures
10. Plain-Old CLR Object support (POCO) [.NET 4.0 only]
11. N-tier and service-based applications

Thus, if you are looking for .net training classes, just contact us at info@shimpyinfotech.com to experience the best PHP training modules.