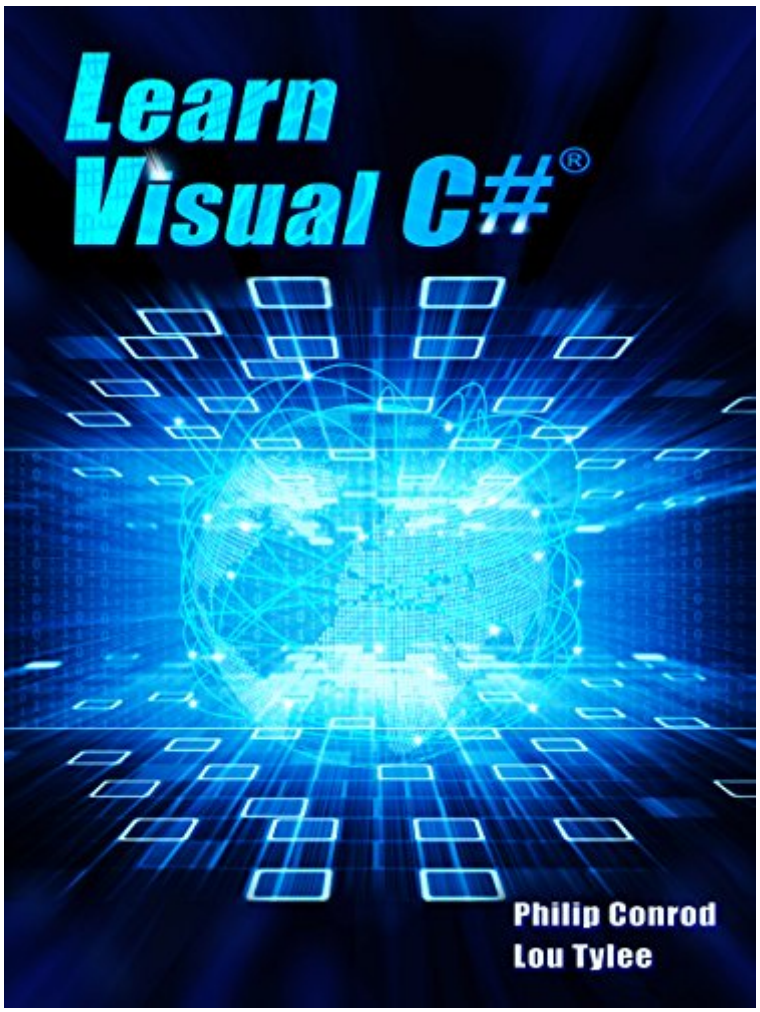
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Learn Visual C#: A Step-By-Step Programming Tutorial



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Synopsis

LEARN VISUAL C# is a comprehensive step-by-step computer programming tutorial covering object-oriented programming, the Visual C# integrated development environment and toolbox, building and distributing Windows applications (using the Windows Installer), exception handling, sequential file input and output, graphics, multimedia effects (animation and sounds), advanced topics such as web access, printing, and HTML help system authoring. The tutorial also introduces database applications (using ADO .NET) and web applications (using ASP.NET). This curriculum has been used in college and universities for over a decade. It is also used as a college prep advanced placement course for high school students.The focus of LEARN VISUAL C# is to use the existing objects and capabilities of Visual C# to build a wide variety of useful desktop applications. Students will also learn to build their own objects. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, full-featured Note Editor, Tic-Tac-Toe Game, Multiple Choice Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever Ã¢â ¬â œ Pong, and a Telephone Directory.LEARN VISUAL C# is presented using a combination of over 850 pages of self-study notes and over 100 Visual C# practical examples and applications. To grasp the concepts presented in LEARN VISUAL C#, you should possess a working knowledge of Windows and have had some exposure to programming concepts. Our Beginning Visual C# course would provide you with this exposure.LEARN VISUAL C# requires the Microsoft Windows operating system. This tutorial also requires the free Community Edition or Professional Edition of Microsoft Visual Studio. The Visual C# source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher’s website (KidwareSoftware.com) after book registration.

Book Information

File Size: 14768 KB
Print Length: 1075 pages
Publisher: KIdware Software LLC; 15 edition (June 6, 2017)
Publication Date: June 6, 2017
Sold by:Ã Â Digital Services LLC
Language: English
ASIN: B072MK858X
Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #1,021,363 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #49 inÃ Â Books > Teens > Education & Reference > Science & Technology > Computers > Programming #87 inÃ Â Kindle Store > Kindle eBooks > Teen & Young Adult > Education & Reference > Science & Technology > Computers #169 inÃ Â Kindle Store > Kindle eBooks > Teen & Young Adult > Hobbies & Games

Customer Reviews

I purchased this book and unfortunately had to return it. I had my doubts when the first example talked about c# comments being preceded by a single quote instead of being preceded by two forward slashes. Then it got worse by using Visual Basic naming conventions that don't work for C#. It is quite obvious that the author took his Visual Basic book and did a hasty rewrite for Visual C# with little or no proofreading. I returned it within the time limit for returns. Be forewarned that if you are trying to learn C#, this book will not be a good experience. I cannot recommend this book. I gave it one star because I couldn't give it zero stars.

This product I got a hold of yesterday and the source code will not download sends you to a e-junkie page for a trial to sell a productworthless without the source code.

Do you remember when you learned to ride a bike? The person holding you up let go and you were on your way. The exhilaration of that accomplishment, the freedom, and empowerment were indescribable and easily recalled to this day. Completing a computer program that you designed and built, either on your own or with a team, warrants the same degree of fulfilment and jubilation.As a programmer, a long-time college programming instructor, and as the head of the department, I have reviewed countless programming books for almost all of the most popular programming languages. ÃƒÂ¢Ã â ¬Ã Å“Learn Visual C#: A Step-By-Step Programming TutorialÃƒÂ¢Ã â ¬Ã Â• by Conrod and Tylee is my favorite.The order in which the topics are presented is very easy for students to follow. The transitions from one topic to the next are so smooth it doesnÃƒÂ¢Ã â ¬Ã â„¢t feel like steps but just a continuously smooth flow from start to finish.Object-oriented programming (OOP) is often difficult to explain to new programmers and most

books give it no consideration until the second half of the book. The authors have made OOP clear, logical, and astonishingly easy to understand and they have successfully presented it in the third chapterÃƒÂ¢Ã â ¬Ã Â¦it is absolute genius. Consequently, every topic after that is much clearer and relevant to students.All the examples in the book are interesting and easy to follow. I have worked through all of them line by line and found them easy to follow and duplicate. Students quickly become frustrated with examples that contain errors so the fact that these work so well is critically important to me.Topics included in ÃƒÂ¢Ã â ¬Ã Å“Learn Visual C#ÃƒÂ¢Ã â ¬Ã Â• are date, time, and financial calculations which are lacking in most first-year programming books. I really appreciate the chapters that include business graphics for pie and bar charts and general graphics applied to multimedia. The authors also use code to access databases instead of the Visual Studio wizards which seems to give the students a much better understanding of how databases work and how to program their interactions.The book covers numerous topics but I would like to see a little more coverage of web development and at least some discussion of Windows Presentation Foundation (WPF).

What is ÃƒÂ¢Ã â ¬Ã Å“Learn Visual C#ÃƒÂ¢Ã â ¬Ã Â• and how it works.These lessons are a highly organized and well-indexed set of lessons in the Visual C# programming environment. They are written for the initiated programmer ÃƒÂ¢Ã â ¬Ã â œ the college or university student seeking to advance their computer science repertoire on their own. The applications are practical, but the learning has far-reaching consequences.While full solutions are provided, the projects are presented in an easy-to-follow set of lessons explaining the rational for the solution ÃƒÂ¢Ã â ¬Ã â œ the form layout, coding design and conventions, and specific code related to the problem. The learner may follow the tutorials at their own pace while focusing upon context relevant information. The finished product is the reward, but the adult student is fully engaged and enriched by the process. This kind of learning is often the focus of teacher training at the highest level. Every computer science teacher and self-taught learner knows what a great deal of work is required for projects to work in this manner, and with these tutorials, the work is done by an author who understands the adult need for streamlined learning.Graduated Lessons for Every Project ÃƒÂ¢Ã â ¬Ã Â¦ Lessons, examples, problems and projects. Graduated learning. Increasing and appropriate difficulty... Great results.With these projects, there are lessons providing a comprehensive background on the programming topics to be covered. Once understood, concepts are easily applicable to a variety of applications. Then, specific examples are drawn out so that a learner can practice with the Visual C# form designer. Conventions relating to event-driven

programming, naming controls and the scope of variables are explained. Then specific coding for the example is provided so that the user can see all the parts of the project come together for the finished product.After the example is completed, then short problems challenge the user to repeat the process on their own, and finally, exercises provide a "summative" for the unit.By presenting lessons in this graduated manner, students are fully engaged and appropriately challenged to become independent thinkers who can come up with their own project ideas and design their own forms and do their own coding. Once the process is learned, then student engagement is unlimited! I have seen student literacy improve dramatically because students cannot get enough of what is being presented.Indeed, lessons encourage accelerated learning - in the sense that they provide an enriched environment to learn computer science, but they also encourage accelerating learning because students cannot put the lessons away once they start! Computer Science provides this unique opportunity to challenge students, and it is a great testament to the authors that they are successful in achieving such levels of engagement with consistency.How independent learners use the materials.The style of presentation (lessons, examples, problems, exercises) encourages self-guided learning. Students may trust the order of presentation in order to have sufficient background information for every project. But the lessons are also highly indexed, so that students may pick and choose projects if limited by time.Materials already condense what is available from MSDN so that students remember what they learn.My history with the Kidware Software products.I have used single license or shareware versions for over a decade to keep up my own learning as a Secondary School teacher of advanced Computer Science. As a learner who just wants to get down to business, these lessons match my learning style. I do not waste valuable time ensconced in language reference libraries for programming environments and help screens which can never be fully remembered! With every project, the pathway to learning is clear and immediate, though the topics in Computer Science remain current, relevant and challenging.Some of the topics covered in these tutorials include:ÃƒÂ¢Ã â ¬Ã Â¢ Data Types and RangesÃƒÂ¢Ã â ¬Ã Â¢ Scope of VariablesÃƒÂ¢Ã â ¬Ã Â¢ Naming ConventionsÃƒÂ¢Ã â ¬Ã Â¢ Decision MakingÃƒÂ¢Ã â ¬Ã Â¢ LoopingÃƒÂ¢Ã â ¬Ã Â¢ Language Functions ÃƒÂ¢Ã â ¬Ã â œ String, Date, NumericalÃƒÂ¢Ã â ¬Ã Â¢ Arrays, Control ArraysÃƒÂ¢Ã â ¬Ã Â¢ Writing Your own Methods and ClassesÃƒÂ¢Ã â ¬Ã Â¢ Windows Application Design and DistributionÃƒÂ¢Ã â ¬Ã Â¢ Sequential File Access, Error-Handling and Debugging techniquesÃƒÂ¢Ã â ¬Ã Â¢ Graphics and Multimedia applicationsÃƒÂ¢Ã â ¬Ã Â¢ Visual C# Database and Web ApplicationsÃƒÂ¢Ã â ¬Ã Â¢ and moreÃƒÂ¢Ã â ¬Ã Â¦ itÃƒÂ¢Ã â ¬Ã â„¢s all integrated into the tutorials.Quick learning curve by Contextualized LearningHaving projects completed ahead of time encourages Contextualized

Learning. Once a problem statement is understood, then the process of form-design, naming controls and coding is mastered for a given set of Visual C# controls. Then, it is much more likely that students create their own problems and solutions from scratch. This is the pattern of learning for any language!Meet Different State and Provincial Curriculum Expectations and MoreDifferent states and provinces have their own curriculum requirements for Computer Science. With the KidwareSoftware.com products, you have at your disposal a series of projects which will allow you to pick and choose from among those which best suit your learning needs. Students focus upon design stages and sound problem-solving techniques from a Computer Science perspective. In doing so, they become independent problem-solvers, and will exceed the curricular requirements of secondary and post-secondary schools everywhere.Computer Science topics not explicitly covered in tutorials can be added at the learnerÃƒÂ¢Ã â ¬Ã â„¢s discretion. For example, recursive functions could be dealt with in a project which calculates factorials, permutations and combinations with a few text boxes and buttons on a form. Students learn to process information by collecting it in text boxes, and they learn to code command buttons. The language - whether it is Visual Basic, Visual C#, Visual C++, or Console Java, Java GUI, etc... is really up to the individual learner !Lessons encourage your own programming extensions.Once concepts are learned, it is difficult to NOT know what to do for your own projects.Having my own projects in one language, such as Visual C#, I know that I could easily adapt them to other languages once I have studied the Kidware Software tutorials. I do not believe there is any other reference material out there which would cause me to make the same claim! In fact, I know there is not as I have spent over a decade looking!Having used Kidware Software tutorials for the past decade, I have been successful at the expansion of my own learning of other platforms such as XNA for the Xbox, the Kinect, and recently Unity Game Programming. I thank Kidware Software and its authors for continuing to stand for what is right in the teaching methodologies which not only inspire, but propel the self-guided learner through what can be an intelligible landscape of opportunities.Regards,Alan Payne, B.A.H. , B.Ed.Computer Science Teacher

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