

# Microsoft® Official Course



# 20483B

Programming in C#



# Welcome!

**Thank you for joining us today.**

We've worked together with Microsoft Learning Partners and Microsoft IT Academies to bring you a world-class learning experience, including:

**Microsoft Certified Trainers + Instructors.** Your instructor is a premier technical and instructional expert who meets ongoing certification requirements.

**Customer Satisfaction Guarantee.** Our Partners offer a satisfaction guarantee and we hold them accountable for it. At the end of class, please complete an evaluation of

today's experience. We value your feedback!

**Certification Benefits.** After training, consider pursuing a Microsoft Certification, to help distinguish your technical expertise and experience. Ask your instructor about available exam promotions and discounts.

We wish you a great learning experience and ongoing career success!



# Hello

- **Instructor:** <Instructor Name>
- <Title or other credentials, e.g. Microsoft Certified Trainer>
- <Affiliation/Company>
- <A few words about my technical and professional experience>

# Facilities

- Class hours
- Building hours
- Parking
- Restrooms
- Meals
- Phones
- Messages
- Smoking
- Recycling

# About This Course

- Audience
- Course Prerequisites
- Course Objectives
- What You Can Expect

# Hidden Slide

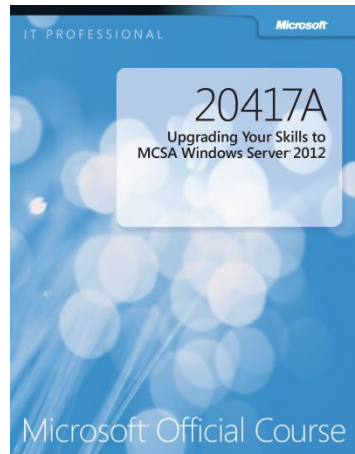
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# Your Course Materials

Designed to optimize your classroom learning experience.  
And support you back on the job.



## Microsoft Official Course Handbook

- Organized by Modules
- Includes Labs + Lab Answer Keys
- Module Reviews + Takeaways—great for on-the-job reference

### NOTE

This is an early-to-market edition of the course. Upon release of the next edition, you will be able to access the digital companion content at:

[microsoft.com/learning/companionmoc](https://microsoft.com/learning/companionmoc)



# Course Outline

- Module 1: Review of Visual C# Syntax
- Module 2: Creating Methods, Handling Exceptions, and Monitoring Applications
- Module 3: Developing the Code for a Graphical Application
- Module 4: Creating Classes and Implementing Type-Safe Collections
- Module 5: Creating a Class Hierarchy by Using Inheritance
- Module 6: Reading and Writing Local Data
- Module 7: Accessing a Database

# Course Outline (*continued*)

- Module 8: Accessing Remote Data
- Module 9: Designing the User Interface for a Graphical Application
- Module 10: Improving Application Performance and Responsiveness
- Module 11: Integrating with Unmanaged Code
- Module 12: Creating Reusable Types and Assemblies
- Module 13: Encrypting and Decrypting Data

# Related Courses

20484A: Essentials of Developing Windows® Store Apps  
Using C#

20485A: Advanced Windows 8 Development using C#

See the full line of Microsoft Training and Certification resources at:  
<http://www.microsoft.com/learning/>

# Microsoft Certification Program

Get trained. Get certified.  
Get ahead.

Microsoft Certifications demonstrate you have the skills to design, deploy, and optimize the latest technology solutions.

Ask your Microsoft Learning Partner how you can prepare for certification.

Also see:

<http://www.microsoft.com/learning/certification>

Microsoft Certified Solutions  
Master

Microsoft Certified  
Solutions Expert

Microsoft Certified  
Solutions Associate



# Preparing for the Labs

Your lab activities will be centered around the School of Fine Arts, a fictitious school for gifted children. You will build prototype and production versions of an application that enables teachers to enroll students in a class and to track students' progress in the subjects that they study.

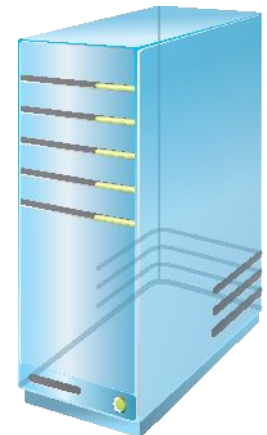
By working through the labs, you will learn how to create an interactive and scalable application by using Visual C# and the .NET Framework 4.5, with a rich user interface developed by using XAML.

To complete the labs, you will work in a virtual machine (VM) environment.



# Virtual Machine Environment

<b>Virtual Machine Name:</b>	<b>Use as:</b>
20483-SEA-DEV11	Windows 8 Development Computer
MSL-TMG1	Gateway computer for accessing the Internet



# Demonstration: Using Hyper-V Manager

In this demonstration, you will learn how to:

- Open Hyper-V Manager
- Navigate the various sections/panes within Hyper-V Manager
  - Virtual Machines, Snapshots, and Actions: Server-specific and VM-specific
- Identify the VMs used in the labs for this course
- Take a Snapshot and Apply a Snapshot
- Connect to a VM
- Start and log on to a VM
- Switch between full screen and window modes
- Revert to the previous Snapshot
- Shut down a VM
  - When to use Shut Down or Turn off
- Close Hyper-V Manager