

## Introduction to C#.NET

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## Classes & Objects

- A program is a set of interacting classes
- A class contains methods and properties
- A class represents one specific object in the problem domain (e.g. Car, Student, Product)
- Classes are used as a blueprint for creating objects which are used when the program runs.



## Example Class

#### Account

Account Number
Account Holder
Current Balance

Get Balance Make Deposit Make Withdrawal

#### **Private Attributes**

Account.CurrentBalance = £1,000,000

#### **Public Methods**

balance = Account.GetBalance();



## Programming in C#.NET

```
∃ namespace ConsoleCsExamples
                                                                     Class Program
     class Program
        static void Main(string[] args)
                                                                     Executable
            ConvertToEuros();
                                                                     statements
        /// <summary>
        /// A simple method to ask the user to enter an
        /// amount in pounds (GBP) and convert it to
                                                                     Function
        /// Euros (EUR) using the current exchange rate
                                                                       (Method)
        /// </summary>
        static void ConvertToEuros()
            const decimal ExchangeRate = 1.24710M;
                                                                     Variables
            decimal pounds; // GBP
                                                                       (Attributes)
            decimal euros; // EUR
```

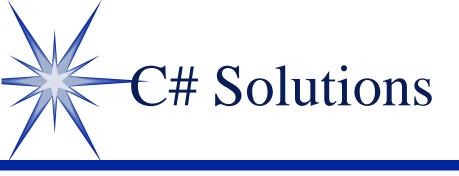


## Program Errors

### Syntax errors

- **■** Mistakes in using the language
- □ Program will not execute (run)
- **I**Mistakes indicated by wavy underline

#### Semantic errors



#### **Solutions**

- Name of solution = name of main folder
- **II** Contains 1 or more projects

## Projects

- II Contain one or more classes



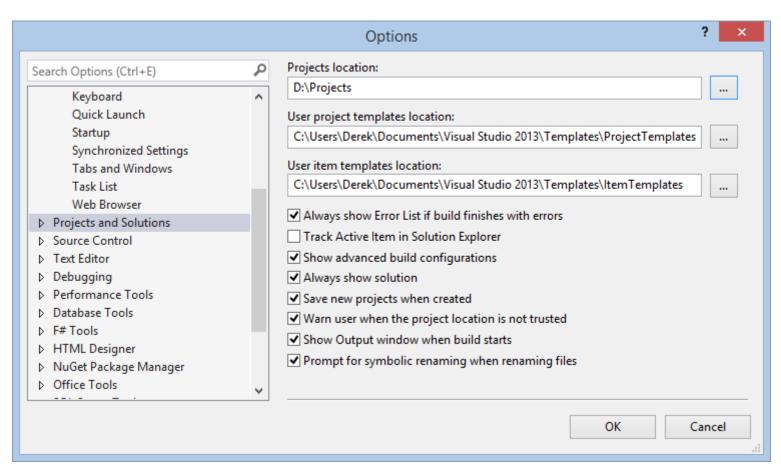
# Visual Studio Projects

- Store Apps
  (WPF)
- Windows Forms
- ○Class Library
- Web Forms
- **∞MVC**
- Windows Azure

- MS Office
- **SharePoint**
- Reporting
- SilverLight
- Test Projects
- **∞WCF**

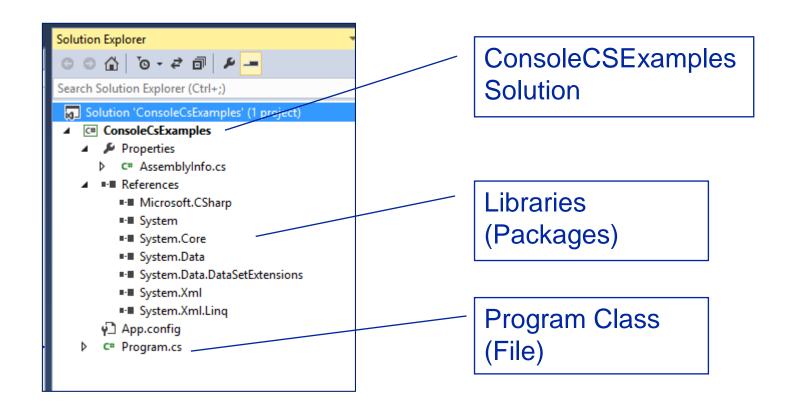


## Visual Studio Main Folder



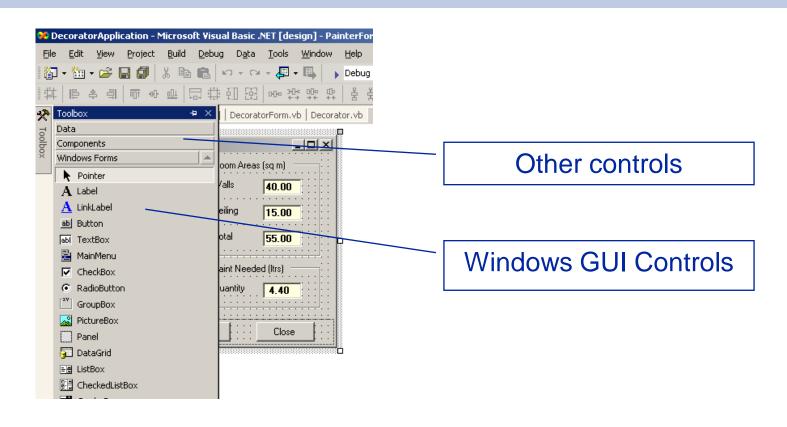


# Solution Explorer



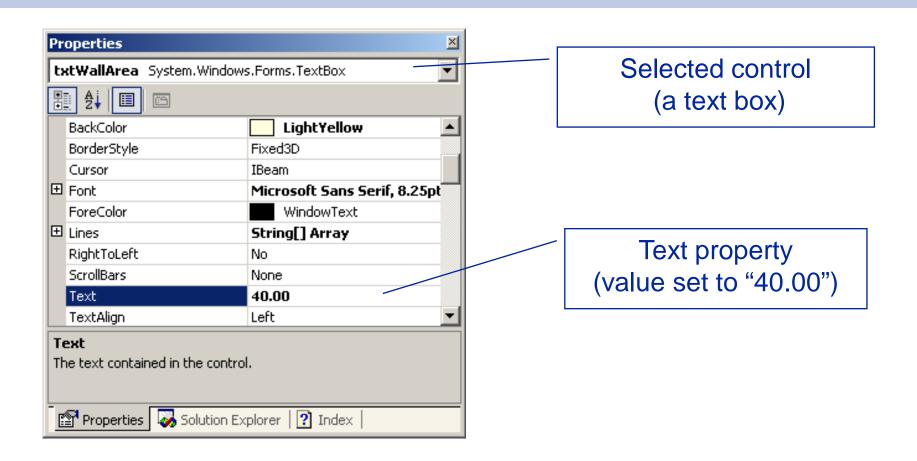


## Toolbox of GUI Controls



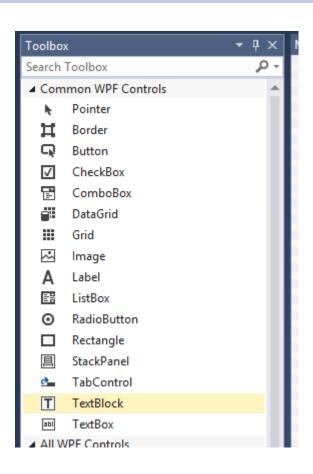


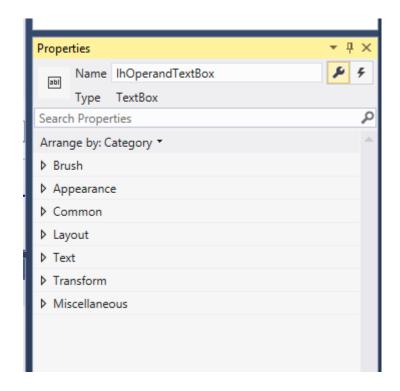
## Form Control Properties





## WPF Controls







## HTML Controls

<b>⊿</b> HTM	IL
k	Pointer
CĎ.	Input (Button)
Š.	Input (Reset)
Š.	Input (Submit)
abc	Input (Text)
300	Input (File)
××	Input (Password)
$\checkmark$	Input (Checkbox)
0	Input (Radio)
abl	Input (Hidden)
ab	Textarea
	Table
~~	lmage
<b>=</b>	Select
_	Horizontal Rule
-8	Div

Properties	
<img/>	
(id)	
accesskey	
alt	
aria-activedescendant	
aria-atomic	False
aria-autocomplete	none
aria-busy	False
aria-checked	undefined
aria-controls	
aria-describedby	
aria-disabled	False
aria-dropeffect	none
aria-expanded	undefined
aria-flowto	

# GUI - Code Only



- "Microsoft Visual C# Step by Step" by John Sharp (2014) Microsoft Press £19 (£14 Kindle)
- ©Chapter 1