

# Refresher On .NET And Software Design Fundamentals For C

SOLID Principles: Do You Really Understand Them? - SOLID Principles: Do You Really Understand Them? 7 minutes, 4 seconds - People mention SOLID everywhere but very few do a good job of explaining it. I am hoping to put an end to that in this video so ...

Introduction

Single Responsibility Principle

Open-Closed Principle

Decorator Pattern

Extension Methods

Liskov Substitution Principle

Interface Segregation Principle

Dependency Inversion Principle

Conclusion

Every single feature of C# in 10 minutes - Every single feature of C# in 10 minutes 9 minutes, 50 seconds - Get ready to become a C# expert in just 10 minutes! In this video we'll cover every single feature of C#, from the **basics**, to the ...

Learn C# Sharp in Four Minutes - Learn C# Sharp in Four Minutes 4 minutes, 10 seconds - Learn **C**, sharp in four minutes with a fast introduction to the C# programming language and Microsoft **.net**,.

C# Tutorial For Beginners - Learn C# Basics in 1 Hour - C# Tutorial For Beginners - Learn C# Basics in 1 Hour 1 hour, 10 minutes - Learn C# **basics**, in 1 hour! ? This beginner-friendly tutorial gets you coding fast. No experience needed. ?? Join this channel to ...

Introduction

Difference between C# and .NET

CLR

Architecture of .NET Applications

Your First C# Program

Variables and Constants

Overflowing

Scope

Demo of Variables and Constants

Type Conversion

Demo of Type Conversion

Operators

C# in 100 Seconds - C# in 100 Seconds 2 minutes, 27 seconds - C# or C,-Sharp is the programming language behind .NET, (dotnet) and the Unity framework. It was created at Microsoft as a C,-like ...

NET CORE DESKTOP APPS

XAMARIN MOBILE APPS

UNITY VIDEO GAMES

10 Design Patterns Explained in 10 Minutes - 10 Design Patterns Explained in 10 Minutes 11 minutes, 4 seconds - Software design, patterns help developers to solve common recurring problems with code. Let's explore 10 patterns from the ...

Design Patterns

What are Software Design Patterns?

Singleton

Prototype

Builder

Factory

Facade

Proxy

Iterator

Observer

Mediator

State

Software Design - Introduction to SOLID Principles in 8 Minutes - Software Design - Introduction to SOLID Principles in 8 Minutes 8 minutes, 17 seconds - Software Design, - Introduction to SOLID Principles in 8 Minutes ? SUBSCRIBE ...

Intro

Single Responsibility Principle- Example 1

Open/Closed Principle (OCP)

Liskov substitution principle (LSP)

## Interface Segregation Principle (ISP) - Example 1

## Dependency Inversion Principle

What is .NET? What's C# and F#? What's the .NET Ecosystem? .NET Core Explained, what can .NET build? - What is .NET? What's C# and F#? What's the .NET Ecosystem? .NET Core Explained, what can .NET build? 18 minutes - What is **.NET**,? What is C# and F#? What is **.NET**, Core? What's the **.NET**, Ecosystem? What can you build? You have questions ...

## Introduction

## What is NET

## Download NET

## NET Ecosystem

## Node

## NET Console

## NET in a nutshell

How Git Works: Explained in 4 Minutes - How Git Works: Explained in 4 Minutes 4 minutes, 18 seconds - Get a Free System **Design**, PDF with 158 pages by subscribing to our weekly newsletter:  
<https://bytebytego.ck.page/subscribe> Git ...

Create a C# Application from Start to Finish - Complete Course - Create a C# Application from Start to Finish - Complete Course 23 hours - In this comprehensive 24-hour-long course, you will learn to use C# to build a complete application from start to finish. Using **.net**, ...

System Design Interview: A Step-By-Step Guide - System Design Interview: A Step-By-Step Guide 9 minutes, 54 seconds - Learn something new every week by subscribing to our newsletter:  
<https://bit.ly/3tfAIYD> Checkout our bestselling System **Design**, ...

## Introduction

## Framework

## Step 1 Understand the Problem

## Step 2 Clarify

## Step 2 Framework

## Step 3 Design Diagram

## Step 4 Design Diagram

## Step 5 Data Model Schema

Learn ASP.NET Core 3.1 - Full Course for Beginners [Tutorial] - Learn ASP.NET Core 3.1 - Full Course for Beginners [Tutorial] 3 hours, 13 minutes - Learn ASP.**NET**, Core 3.1 in this complete tutorial course for beginners. After learning about the history and **basics**, of ASP.**NET**, ...

## Welcome

Razor Project Overview

MVC Project Overview

Evolution of ASP.NET Core

Tools Needed

Github Url

Introduction

Create Project

Razor Pages

csproj

launchsettings

wwwroot

Pages Folder

Routing in Razor Pages

Tag Helpers

Main Methods

Startup Part 1

Startup Part 2

Middlewares

AppSettings

Dependency Injection

Introduction

Runtime Razor Package

Create Book Model

Add Connection String and Packages

Add Book Table to Database

Book Index Get Handler

Designing Book Index Page Part 1

Designing Book Index Page Part 2

Create Book Page Model

Create Book Page UI

Create Book and Validations

Client Side Validations

Edit Book Get Handler

Edit Book UI

Edit Post Handler

Delete Book

Book Get API

DataTables

Delete API Call

Delete Book

Upsert Page Handlers

Upsert Page UI

Create Project

MVC Folders

Routing in MVC

Introduction

Create Book Model and Push to Database

Create Books Controller

Third Party Links

BookList Js and API Calls

Index View Book List

Upsert Get Action

Upsert View

Upsert Post And Delete

Software Design Tutorial #1 - Software Engineering \u0026amp; Software Architecture - Software Design  
Tutorial #1 - Software Engineering \u0026amp; Software Architecture 40 minutes - In this video I will be teaching  
you the **basics**, of **designing software**, systems like a **software**, engineer. We will walk through a ...

Introduction

Problem Statement

Planning

Student Information

Drawing Classes

Drawing Base Classes

Drawing Derived Classes

Drawing Associations

Association Example

Association Class

Build a C# .NET Application in 60 Minutes - Build a C# .NET Application in 60 Minutes 55 minutes - In this video we are going to talk about what C# and the **.NET**, framework are and then jump right in and install Visual Studio 2017.

Crash Course

What Exactly Is C-Sharp

Difficulty

Clr

What Is Clr

Versions of Visual Studio

Install Visual Studio

Visual Studio Code

Start Visual Studio

New Project

Build a Console App with the Net Framework

Assembly Info Dot Cs File

App Config

Namespace

Using Statements

Static and Void

Variables

Change the Text Color on the Console

Change Text Color

Greet User

Create a New Random Object

While Loop

Function To Get the App Info

Print to the Screen with a Color

C# Tutorial for Beginners | C# Step by Step Tutorial | Learn CSharp from Scratch | C# Programming - C# Tutorial for Beginners | C# Step by Step Tutorial | Learn CSharp from Scratch | C# Programming 4 hours, 43 minutes - C# (Csharp) tutorial for beginners Buy Advanced C# tutorial video from ...

Introduction

Lesson 1 :- Download/Installation of .NET \u0026.NET core vs .NET Framework

Lesson 2 :- Understanding .NET SDK CLI ,creating/building \u0026 running first project.

Lesson 3 :- Framework vs Language

Lesson 4 :- C# is case sensitive and understanding compile errors in CLI.

Lesson 5 :- Introduction, Download and Installation of VS Code editor.

Lesson 6 :- Opening folder in VS code , intellisense and terminal.

Lesson 7 :- .NET Compilation process \u0026 Intermediate language code.

Lesson 8 :- Visual studio vs VS Code vs Visual studio for Mac.

Lesson 9 :- Installing and configuring visual studio work loads.

Lesson 10 :- Creating projects using visual studio

Lesson 11 :- Project and Solution in visual studio

Lesson 12 :- Building and compile using visual studio

Lesson 13 :- Running projects as startup.

Lesson 14 :- Understanding basic code class, namespace and scopes.

Lesson 15 :- Assembly , Exe and DLL ( Dynamic Link Library).

Lesson 16 :- Variables and Datatypes

Lesson 17 :- Multi language support in .NET framework.

Lesson 18 :- CTS (Common type system).

Lesson 19 :- CLS( Common language specification)

Lesson 20 :- Common datatypes int, double, string and boolean.

Lesson 21 :- Casting, Implicit, Explicit and Conversion.

Lesson 22 :- Namespace , class and objects.

Lesson 23 :- The root namespace and class :- System and Object

Lesson24 :- Debugging, Step over, Step into, Step out, Add watch, Quick watch \u0026 pin.

Lesson 25 :- Primitive data types and non-primitive data types.

Lesson 26 :- Value types and reference types.

Lesson 27 :- Stack ,Heaps and Garbage collector.

Lesson 28 :- Struct -- Composite value type

Lesson 29 :- Boxing and Unboxing.

Lesson 30 :- Arrays , ArrayList and generic collection.

Lesson 32 :- For, Foreach, IF and VS code snippets

Lesson 32 :- Exception handling, Try, Catch, Finally and code snippets.

Lesson 33 :- Threading and parallel execution.

Lesson 34 :- Task Parallel Library

Lesson 35 :- Async and Await

Lesson 36 :- Writing and reading from file

Lesson 37 :- Delegates - Function pointers.

Lesson 38 :- LINQ Language Integrated Query

Lesson 39 :- What is Garbage collector ?

Lesson 40 :- String is a object

Lesson 41 :- Constants and ENUMS

Lesson 42 :- Dynamic keyword

Advanced C# Programming Course - Advanced C# Programming Course 15 hours - Learn advanced C# programming **concepts**,. This course is designed to elevate your programming proficiency, delving into ...

A Philosophy of Software Design | John Ousterhout | Talks at Google - A Philosophy of Software Design | John Ousterhout | Talks at Google 1 hour, 1 minute - John Ousterhout, Professor of Computer Science at Stanford University, discusses complex techniques on how to become a more ...

Introduction

Software design is a black art

The basics

The magic secrets

Deep classes

Class situs

UNIX File IO

Define Errors

File Deletion

Exceptions

Mindset

Strategic Approach

How much to invest

Is the course working

Writing a book

Principles emerging

QA

Threads

8 Design Patterns EVERY Developer Should Know - 8 Design Patterns EVERY Developer Should Know 9 minutes, 47 seconds - <https://neetcode.io/> - A better way to prepare for coding interviews! Checkout my second Channel: @NeetCodeIO While some ...

Intro

Factory

Builder

Singleton

Observer

Iterator

Strategy

Adapter

Facade

20 System Design Concepts Explained in 10 Minutes - 20 System Design Concepts Explained in 10 Minutes  
11 minutes, 41 seconds - <https://neetcode.io/> - A better way to prepare for coding interviews! A brief  
overview of 20 system **design concepts**, for system ...

Intro

Vertical Scaling

Horizontal Scaling

Load Balancers

Content Delivery Networks

Caching

IP Address

TCP / IP

Domain Name System

HTTP

REST

GraphQL

gRPC

WebSockets

SQL

ACID

NoSQL

Sharding

Replication

CAP Theorem

how programmers overprepare for job interviews - how programmers overprepare for job interviews 1  
minute, 10 seconds - Mapa hash. SOCIAL MEDIA .....  
<https://www.instagram.com/jomakaze/> ...

System Design for Beginners Course - System Design for Beginners Course 1 hour, 25 minutes - This course  
is a detailed introduction to system **design**, for **software**, developers and engineers. Building large-scale  
distributed ...

What is System Design

Design Patterns

Live Streaming System Design

Fault Tolerance

Extensibility

Testing

Summarizing the requirements

Core requirement - Streaming video

Diagramming the approaches

API Design

Database Design

Network Protocols

Choosing a Datastore

Uploading Raw Video Footage

Map Reduce for Video Transformation

WebRTC vs. MPEG DASH vs. HLS

Content Delivery Networks

High-Level Summary

Introduction to Low-Level Design

Video Player Design

Engineering requirements

Use case UML diagram

Class UML Diagram

Sequence UML Diagram

Coding the Server

Resources for System Design

Top 6 Coding Interview Concepts (Data Structures & Algorithms) - Top 6 Coding Interview Concepts (Data Structures & Algorithms) 10 minutes, 51 seconds - <https://neetcode.io/> - A better way to prepare for Coding Interviews Discord: <https://discord.gg/ddjKRXpQtK> Twitter: ...

Intro

Number 6

Number 5

Number 4

Number 3

Number 2

Number 1

Understand Clean Architecture in 7 Minutes - Understand Clean Architecture in 7 Minutes 7 minutes, 2 seconds - Getting Started with Clean Architecture (promo code CLEANAMI): ...

How to NOT Fail a Technical Interview - How to NOT Fail a Technical Interview 8 minutes, 26 seconds - Welcome to the **software**, engineer's technical interview survival guide. Using a mock interview with the classic FizzBuzz question, ...

TECHNICAL INTERVIEW

#LEARNTOCODE

BINARY TREE

TIP START WITH PSEUDOCODE

INTERVIEWERS WANT YOU TO SUCCEED

TIP SLOW DOWN

TIP THINK OUT LOUD

PRACTICE TALKING WHILE CODING

TIP ASK CLARIFYING QUESTIONS

AVOID MAGIC

MODULO?

Object-Oriented Programming, Simplified - Object-Oriented Programming, Simplified 7 minutes, 34 seconds - 4 pillars of object-oriented programming: encapsulation, abstraction, inheritance and polymorphism. ?? Join this channel to get ...

Intro

PROCEDURAL PROGRAMMING

ENCAPSULATION

ABSTRACTION

HTML**E**lement

BENEFITS OF OOP

C++ in 100 Seconds - C++ in 100 Seconds 2 minutes, 46 seconds - C++ or C,-plus-plus or Cpp is an extremely popular object-oriented programming language. Created in 1979, today it powers ...

Intro

About C

Outro

Fundamental Concepts of Object Oriented Programming - Fundamental Concepts of Object Oriented Programming 9 minutes, 16 seconds - This video reviews the fundamental **concepts**, of Object Oriented Programming (OOP), namely: Abstraction, which means to ...

What is an object?

Abstraction

Objects from a class

Encapsulation

Inheritance

Polymorphism

Summary of OOP concepts

C# Fundamentals for Beginners - C# Fundamentals for Beginners 8 hours, 13 minutes - Check out the new Foundational C# Certification by freeCodeCamp: <https://aka.ms/csharp-certification> Classic Throwback Series ...

Start

Course Introduction

Installing Visual Studio

Creating Your First C# Program

Understanding Your First C# Program

Working with Code Files, Projects, and Solutions

Understanding Data Types and Variables

The if Decision Statement

Operators, Expressions, and Statements

for Iteration Statement

Understanding Arrays

Defining and Calling Methods

While Iteration Statement

Working with Strings

Working with Dates and Times

Understanding Classes

More About Classes and Methods

Understanding Scope and Accessibility Modifiers

Understanding Namespaces and Working with the .NET Class Library

Creating and Adding References to Assemblies

Working with Collections

Working with LINQ

Enumerations and the Switch Decision Statement

Gracefully Handling Exceptions

Understanding Events and Event-Driven Programming

Where to Go from Here

ASP.NET Core Crash Course - C# App in One Hour - ASP.NET Core Crash Course - C# App in One Hour 1 hour - Learn how to create a web database app in ASP.NET, Core using Visual Studio and the C# language. This tutorial will show you ...

Introduction

Welcome

Course Overview

Is this course right for you

What is ASPNET Core

What is NET

What is C

What is ASPNET

Full Stack Environment

Demo

MVC

Controller

Models

Properties

Create Pages

Run App

Migrations

Object Relation Mapper

Creating Tables

Index Page

Features

Finished Product

Test App

Show Search Form

Show Search Results

Testing

Jokes

CSS

Learn C# BASICS in 10 MINUTES! - Learn C# BASICS in 10 MINUTES! 10 minutes, 55 seconds - Let's learn the **Basics**, of C# in a quick Crash Course! FREE C# Beginner Complete Course!

Introduction

Variables

Functions

Conditions

Collections

Loops

Comments

Enums

Classes

Accessors

Scope

Search filters

Keyboard shortcuts

Playback

General

Subtitles and closed captions

Spherical videos

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