

# Intro To C# Programming

GoSkills online course syllabus

Saturday, July 12, 2025

**Skill level**

Beginner

**Lessons**

46

**Pre-requisites**

None

**Video duration**

3h 24m

**Estimated study time**

16h for all materials

**Instructor**

John Elder

## Setup And Installation

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1

### Introduction

An introduction to the course and what to expect

2

### Visual Studio Community Installation And Setup

Walking through the process of installing and setting up Visual Studio Community

3

### Visual Studio Walkthrough

A quick walkthrough of Visual Studio and some of its basic menus and features

4

### First Program: Hello World

We see what happens when we run our first program, "Hello World"

## C# Fundamental Programming Concepts

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5

### Variables

An introduction to the concept of Variables and how we will use them in C#

6

### Data Types: Strings, Char, Int, float, double, decimal, boolean

We introduce many of the Data Types you can use: Strings, Char, Int, float, double, decimal, and boolean.

7

### Datetime

We introduce the Datetime data type and explain how to set it to a specific value.

8

### DateTime Functions

Let's explore the various functions we can use to display and use the DateTime data type.

## 9 Null / Nullables

We explain the concept of Null, discuss which fields can have a null value, and introduce Nullables.

## 10 String Methods

We examine various String Methods to modify string variables, including changing the case and replacing parts of the string.

## 11 String Indexing

We explain the concept of String Indexing to manage and modify elements within a string.

## 12 String Concatenation and Interpolation

We learn the difference between Concatenation and Interpolation, and when one might be easier to use than the other.

## 13 Math (Addition, Subtraction, Multiplication, Division)

Let's learn how to perform basic math functions: Addition, Subtraction, Multiplication, Division.

## 14 Math (Exponents and Modulus)

In this lesson, we examine how Exponents work and what the Modulus is.

## 15 Math Order Of Operations

We review PEMDAS and how the Order of Operations works within C#.

## 16 Math Floats Vs. Ints

In this lesson, we discuss the differences between integers, floats, decimals, and doubles, and how decimal places may be affected based on the data type you choose.

## 17 Math Incrementation ++ and --

We learn how to increment and decrement variables using ++ and -- commands.

## 18 Math Methods

In this lesson, we learn about Math Methods such as Floor, Ceiling, Round, and Truncate.

# C# Intermediate Programming Concepts

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## 19 Converting Integers To Strings

In this lesson, we discuss how to convert Integers to Strings using the toString method.

## 20 Type Conversion/Casting

We examine the process for Type Conversion and Casting.

**21** User Input / Output  
In this lesson, we learn how to capture User Input, assign it to a variable, and Output it to the screen.

**22** Build a Madlib Program!  
Let's practice our skills with user input to build a Madlib Program!

**23** Creating and Accessing Arrays  
In this lesson, we learn how to create and access Arrays.

**24** Updating Arrays  
We explore how to update an existing Array by changing one of its values.

**25** Appending Arrays  
Appending Arrays in C# is a bit different than in other programming languages.

**26** Two Dimensional Arrays  
In this lesson, we examine how to create and use Two Dimensional Arrays.

**27** Methods  
In this lesson, we introduce Methods and how to use them in your program.

**28** Passing Parameters To Methods  
Once you've created a method, you may want to pass Parameters to those Methods to perform specific operations.

**29** Return Methods  
If you'd like to use Methods and return data to your program, we explore how that's done.

**30** Logic: Comparison Operators (>, >=, <, <=, !=, ==)  
In this lesson, we learn about Logic and basic Comparison Operators: >, >=, <, <=, !=, ==.

**31** Logic: If/Else Statements  
We introduce If/Else Statements and look at how they run inside a program.

**32** Logic: If/Else And Operators  
In this lesson, we learn how to use "And" operators within an If/Else statement.

**33** Logic: If/Else Or Operators  
We learn how to use "or" operators within If/Else statements.

**34** Logic: If/Else If  
In this lesson, we learn how to use "else if" within an If/Else statement.

**35** Switch Statement  
We look at how to use a Switch Statement within our program.

**36** Loops: While Loops  
In this lesson, we introduce Loops and explain how While and Do While work.

**37** Loops: For Loops  
We learn how to create and use For Loops within our program.

**38** Loops: Break and Continue  
In this lesson, we explain how to Break and Continue loops.

## C# Error Handling

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**39** Error and Exception Handling  
We discuss how to deal with Errors within your code and how Exception Handling can prevent your program from crashing.

**40** Catching Specific Exceptions  
By anticipating specific kinds of Exceptions, you can program your code to treat them in unique ways without crashing.

**41** Finally Exception Handling  
The Finally part of Exception Handling will ensure specific code runs after try / catch blocks.

**42** Exception Lists  
In this lesson, we identify a helpful Exception List that can help educate you on potential issues that could impact your code.

## C# Object Oriented Classes

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**43** Intro To Classes (Part 1)  
Let's begin a discussion of object-oriented programming so we can create our own data types.

**44** Intro To Classes (Part 2)  
We learn how to create our own class and define the attributes within.

# 45

## Intro To Classes: Constructors

Constructors provide a simple way to create new objects within our code.

# 46

## Intro To Classes: Object Methods

In this lesson, we learn how to create Object Methods that operate inside your own classes.

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