

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

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

~~~~~ Our Top 10 Courses ...

Intro

Single Responsibility Principle- Example 1

Open/Closed Principle (OCP)

Liskov substitution principle (LSP)

Interface Segregation Principle (ISP) - Example 1

Dependency Inversion Principle

5 Design Patterns That Are ACTUALLY Used By Developers - 5 Design Patterns That Are ACTUALLY Used By Developers 9 minutes, 27 seconds - Design, patterns allow us to use tested ways for solving problems, but there are 23 of them in total, and it can be difficult to know ...

Introduction

What is a Design Pattern?

What are the Design Patterns?

Strategy Pattern

Decorator Pattern

Observer Pattern

Singleton Pattern

Facade Pattern

Basic Software Design Principles - Basic Software Design Principles 6 minutes, 58 seconds - This mini-lecture was created for a CS2 course. It is language independent, and is meant to introduce intermediate computing ...

Abstraction

Modularity

Software architecture

First Pass

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/> ...

10 Design Patterns Explained in 10 Minutes - 10 Design Patterns Explained in 10 Minutes 11 minutes, 4 seconds - #programming #compsci #learntocode Resources Learn more from Refactoring Guru  
<https://refactoring.guru/design-patterns/> ...

Design Patterns

What are Software Design Patterns?

Singleton

Prototype

Builder

Factory

Facade

Proxy

Iterator

Observer

Mediator

State

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,.

PLEASE Master These 3 Software Design Principles... - PLEASE Master These 3 Software Design Principles... 11 minutes, 43 seconds - Here are 3 **software design principles**, that you need to master, watch to learn more: 1. Single Responsibility Principle (SRP) 2.

Principle 1

IDE Choice

Principle 2

Principle 3

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

HTMLElement

BENEFITS OF OOP

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**, ...

How I'd learn to code if I had to start over - How I'd learn to code if I had to start over 11 minutes, 27 seconds - ----- Want to learn programming but feeling overwhelmed? This comprehensive video breaks down exactly how to ...

C# Fundamentals for Beginners - C# Fundamentals for Beginners 8 hours, 13 minutes - C# is a powerful and widely used programming language that you can use to make websites, games, mobile apps, desktop apps ...

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

What is C#? What is the difference between C# and .NET? - What is C#? What is the difference between C# and .NET? 6 minutes, 33 seconds - Are you a C# developer or .NET, developer? 1. Full .NET, Interview Course (with PDF Book) C# / ASP.NET, Core / MVC / API - Top ...

Intro

Introduction

Difference between C and NET

Introduction to ASP.NET Core MVC (.NET 8) - Introduction to ASP.NET Core MVC (.NET 8) 9 hours, 26 minutes - In this Introductory course, we will learn MVC (Model-View-Controller) with .NET, 8. When we are working with .NET, Core Web ...

Section 1 - Welcome \u0026 Getting Started

Section 2 - Category CRUD Operations

Section 3 - Razor Project

Section 4 - N-tier Architecture

Section 5 - Repository Pattern

Section 6 - Product CRUD

Section 7 - Home and Details Page

Section 8 - Identity in .NET Core

What's Next?

How I Mastered Low Level Design Interviews - How I Mastered Low Level Design Interviews 8 minutes, 41 seconds - In this video, I share how to master Low Level **Design**, Interviews using free resources even if you are a complete beginner.

Intro

What Exactly is LLD?

How to Get Started with LLD?

Design Principles

Design Patterns

How to Prepare for LLD interviews?

Most commonly asked LLD interview questions

How to answer a LLD interview problem?

Best LLD Coding Practices

Outro

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

C# Programming for Absolute Beginners | FREE 12 Hour Course - C# Programming for Absolute Beginners | FREE 12 Hour Course 11 hours, 46 minutes - If this course helped you, please click the THANKS button and help support our channel! It took many many weeks to create and ...

Intro

What is C#? and Why Learn C#?

Downloading and Installing Visual Studio (C# IDE)

Hello World (Mr. Beast Logo)

Variables

Data Types

C# - A Strongly Statically Typed Language

Working with Strings and Substrings

Working with Numbers

Getting User Input

EXERCISE - The Number Multiplier

Methods

Method Parameters

Method Returns

Method Overloading

Comments and XML Summary Tags

If and Else Statements

Else If Statements

Equality and Inequality Operators

Comparison Operators

Boolean Operators

EXERCISE - Building a Calculator

Switch Statements

Conditional Operators

Arrays - Learn all about arrays in C#!

While Loops

Do While Loops

For Loops

For Loops vs While Loops

Foreach Loops

EXERCISE - Draw a Cube

The break Statement

The continue Statement

Exception Handling (try, catch, finally)

2D, 3D and Multidimensional Arrays

EXERCISE - Chess - Find the Queen

Lists

O-O, Classes and Objects

Constructors

Object Methods

Access Modifiers (public, private, etc)

Properties

Inheritance

Method Overriding (Polymorphism)

Multilevel Inheritance

The sealed Keyword

Abstract Classes and Abstract Methods

The this Keyword

The base Keyword and base Class Constructors

Interfaces

O-O Summary

EXERCISE - Drawing Pyramids

Solutions, Multiple Projects and Namespaces

Breakpoints and Code Stepping

Immediate Window

Locals and Autos Windows

Watch Windows and Quick Watch

The protected Access Modifier

The static Keyword

The readonly Keyword

The const Keyword

Stack and Heap Memory (Stack Overflow and the Call Stack)

Method Parameters - Passing by Value

Method Parameters - Passing by Reference (The ref Keyword)

The struct Keyword

The object Data Type - Boxing and Unboxing

The dynamic keyword and Dynamic Type Checking (object Data Type Part 2, Static Type Checking, Early and Late Binding)

The var Keyword and Type Inference

Anonymous Types

The null Keyword

Nullable Value Types

The null-coalescing Operators

Named and Optional Parameters

The out Keyword

The in Keyword

The params Keyword

Enumerations - The enum Type

Recursion and File Handling (File IO / System.IO)

Summary

How I Got Good at Coding Interviews - How I Got Good at Coding Interviews 6 minutes, 29 seconds - My second channel: @NeetCodeIO ? LinkedIn: <https://www.linkedin.com/in/navdeep-singh-3aaa14161/> Discord: ...

Intro

History

The Problem

Interview Questions

Outro

C# Full Course : C# Tutorial for Beginners - C# Full Course : C# Tutorial for Beginners 8 hours, 58 minutes  
- In this C# Full Course I provide the most complete tutorial on C# all in one huge 9 Hour course! I cover not only the core C# ...

Intro

Visual Studio Setup

System

Visual Studio Environment

Namespace

Class Basics

Main Function

Void

Main Arguments

WriteLine

Console Methods

Receive User Input

Variables

Data Types

Casting

Formatting Output

String Functions

Format

Escape Characters

Verbatim Strings

Arrays

For Loop

Function Basics

Foreach

If / Else / Else If

Ternary Operator

Switch

While

Do While

Random

Exception Handling

StringBuilder

Functions

Access Specifier

Out Parameter

Pass By Reference

Passing Unknown Number of Parameters

Method Overloading

DateTime / TimeSpan

Enumerated Types

Classes / Objects

Constructor

Static

This

Structs

Nullable Types

Basic Setter / Getter

Getters / Setters Properties

Public / Private / Protected

Constants

Readonly

Inheritance

Virtual

Inner Class

Override Method

Abstract Classes / Methods

Polymorphism

Interfaces

Complex OOP Example

Warriors Fight to the Death

ArrayList

Dictionaries

Queues

Stacks

Generics

Delegates

Lambda

Where

Select

Range

Zip

Aggregate

Average

All

Any

Distinct

Except

Intersect

IEnumerator

Operator Overloading

Anonymous Types

LINQ

Threads

Directory Functions

File I/O

FileStreams

StreamWriter / StreamReader

BinaryWriter / BinaryReader

Serialization

XmlSerializer

Installing SQL Server

Connecting SQL Server to Visual Studio

Setting Up Database

WPF / Database Big Project

Design an Interface

Reading From Database

Add Data to Database

Delete Data from Database

Data Structures Explained for Beginners - How I Wish I was Taught - Data Structures Explained for Beginners - How I Wish I was Taught 15 minutes - Data structures are essential for coding interviews and real-world **software**, development. In this video, I'll break down the most ...

Why Data Structures Matter

Big O Notation Explained

O(1) - The Speed of Light

O(n) - Linear Time

O(n<sup>2</sup>) - The Slowest Nightmare

O(log n) - The Hidden Shortcut

Arrays

Linked Lists

Stacks

Queues

Heaps

Hashmaps

Binary Search Trees

Sets

Next Steps \u0026amp; FAANG LeetCode Practice

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

8 Design Patterns EVERY Developer Should Know - 8 Design Patterns EVERY Developer Should Know 9 minutes, 47 seconds - Checkout my second Channel: @NeetCodeIO While some object oriented **design**, patterns are a bit outdated, it's important for ...

Intro

Factory

Builder

Singleton

Observer

Iterator

Strategy

Adapter

Facade

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 ...

Top 6 Coding Interview Concepts (Data Structures \u0026 Algorithms) - Top 6 Coding Interview Concepts (Data Structures \u0026 Algorithms) 10 minutes, 51 seconds - 0:00 - Intro 1:16 - Number 6 3:12 - Number 5 4:25 - Number 4 6:00 - Number 3 7:15 - Number 2 8:30 - Number 1 #coding ...

Intro

Number 6

Number 5

Number 4

Number 3

Number 2

Number 1

Software Design Principles For Beginners - Software Design Principles For Beginners 53 minutes -  
~~~~~ Our Top 10 Courses ...

RANGA RAO KARANAM

In 28 Minutes What is Cohesion?

In 28 Minutes What is Coupling?

AWESOME LEARNING EXPERIENCES

SOLID PRINCIPLES • SRP Single Responsibility Principle • OCP Open Closed Principle . LSP Liskov
Substitution Principle • ISP Interface Segregation Principle • DIP Dependency Inversion Principle

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

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

How Git Works: Explained in 4 Minutes - How Git Works: Explained in 4 Minutes 4 minutes, 18 seconds - Animation tools: Adobe Illustrator and After Effects. Checkout our bestselling System **Design**, Interview books: Volume 1: ...

SE 22 : Software Design Concepts with Examples #softwareengineeringtutorials - SE 22 : Software Design Concepts with Examples #softwareengineeringtutorials 13 minutes - Keep Watching..! Keep Learning..! Thank You..! #csandittutorialsbyvrushali #softwareengineering #designconcepts ...

Software Engineering

About Software Design Concepts

Abstraction

Architecture

Design Patterns

Modularity

Information Hiding

Refinement

Refactoring

Object Oriented Design Concepts

Important Questions

Software Architecture and Design Patterns Interview Questions - Software Architecture and Design Patterns Interview Questions 1 hour, 42 minutes - 00:00 Introduction 04:20 Question 1:- Explain your project architecture? 08:32 Question 2:- Architecture style VS Architecture ...

Introduction

Question 1:- Explain your project architecture?

Question 2:- Architecture style VS Architecture pattern VS Design pattern

Question 3:- What are design patterns?

Question 4:- Which are the different types of design patterns?

Question 5:- Which design pattern have you used in your project?

Question 6:- Explain Singleton Pattern and the use of the same?

Question 7:- How did you implement singleton pattern?

Question 8:- Can we use Static class rather than using a private constructor?

Question 10:- How did you implement thread safety in Singleton?

Question 11:- What is double null check in Singleton?

Question 12:- Can Singleton pattern code be made easy with Lazy keyword?

Question 14:- What are GUI architecture patterns, can you name some?

Question 15:- Explain term Separation of concerns (SOC) ?

Question 16:- Explain MVC Architecture Pattern?

Question 17:- Explain MVP Architecture pattern?

Question 18:- What is the importance of interface in MVP ?

Question 19:- What is passive view?

Question 20:- Explain MVVM architecture pattern?

Question 22:- What is a ViewModel?

Question 23:- When to use what MVP / MVC / MVVM?

Question 24:- MVC vs MVP vs MVVM?

Question 25:- Layered architecture vs Tiered?

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