Software I – C# – C968

Overview

Software I builds object-oriented programming expertise and introduces powerful new tools for C# application development. You will learn about and put into action class design, exception handling, and other object-oriented principles and constructs to develop software that meets business requirements. This course requires foundational knowledge of object-oriented programming. Scripting and Programming: Foundations and Scripting and Programming: Applications are prerequisites for this course.

Competencies

▲ Readiness
This competency exists to assess the readiness of students.

▲ Classes and Interfaces
The graduate designs software solutions with appropriate classes, objects, methods, and interfaces to achieve specific goals.

▲ Object-Oriented Principles
The graduate implements object-oriented design principles (e.g., inheritance, encapsulation, and abstraction) in developing applications for ensuring the application’s scalability.

▲ Application Development
The graduate produces applications using high-level programming language constructs to meet business requirements.

▲ Exception Handling
The graduate incorporates simple exception handling in application development for improving user experience and application stability.

▲ User Interface Development
The graduate develops user interfaces to meet project requirements.

Learning

Getting Started
Welcome to Software I - C#! Your competence in this course is assessed through one performance assessment which consists of an original inventory management program you will develop in Visual Studio. You will complete
your learning in the uCertify platform. This includes readings and interactive activities. Use uCertify’s Study Planner to pace your progress through the learning materials within 10 weeks, then focus on finishing your performance assessment.