

About the course C sharp language

C# is widely used for developing desktop applications, web applications and web services. It is used in creating applications of Microsoft at a large scale. C# is also used in game development in Unity

Languages in Arabic Category's Courses

Course Lesson(33)

Lesson 1 :

01 Introduction to C# and .NET Framework, C# Syntax, Variables, Operators, Control Flow, Arrays, Strings, Collections, Interfaces, Abstract Classes, Enums, Delegates, Events, Lambdas, Async/Await, Exceptions, File I/O, Networking, Security, Reflection, Interop, and more. Software design patterns C Lang

Lesson 2 :

02 What is design patterns

Lesson 3 : 03 Singleton classes

Lesson 4 : 04 How to write Singleton classes

Lesson 5 :

05 Some features of Singleton classes

Lesson 6 :

06 lazy loading and eager loading

Lesson 7 : 07 Factory design pattern

Lesson 8 :

08 Abstract factory design pattern

Lesson 9 :

09 Builder design pattern in C lang

Lesson 10 : 10 Prototype design pattern in C lang

Lesson 11 :

11 Prototype design pattern using ICloneable

Lesson 12 :

12 intro in Structural design pattern

Lesson 13 : 13 Adapter design pattern in C lang

Lesson 14 : 14 Composite design pattern in C lang

Lesson 15 : 15 Proxy Design Pattern in C lang

Lesson 16 :

16 Flyweight Design Pattern in C lang

Lesson 17 :

17 Ø³Ø´Ø±ÙŠØ´ Ø¹Ù„ÙŠ Ù†Ù...Ø· Ø³ØµÙ...ÙŠÙ... ÙˆØ²Ù† Ø§Ù„Ø°Ø´Ø§Ø´Ø© Exercise on Flyweight Design Pattern

Lesson 18 :

18 Ù†Ù...Ø· Ø§Ù„ÙˆØ§ØØ¬Ù‡Ø© Ø§Ù„Ø¥ÙØ³Ø±Ø§Ø¶ÙŠØ© Facade Design Pattern in C lang

Lesson 19 : **19 Ù†Ù...Ø· Ø³ØµÙ...ÙŠÙ... Ø§Ù„Ø¬Ø³Ø± Bridge Design Pattern**

Lesson 20 : **20 Ù†Ù...Ø· Ø³ØµÙ...ÙŠÙ... Ø§Ù„Ù...Ø²Ø®Ø±Ù Decorator Design Pattern**

Lesson 21 :

21 Ù...Ù,Ø´Ù...Ø© Ø¹Ù† Ø£Ù†Ù...Ø§Ø· Ø§Ù„Ø³ØµÙ...ÙŠÙ... Ø§Ù„Ø³Ù„ÙˆÙ†ÙŠØ© Intro in behavioral design patterns

Lesson 22 : **22 Ù†Ù...Ø· Ø£Ø³Ù„ÙˆØ´ Ø§Ù„Ù,Ù,Ø§Ù„Ø´ Template method design pattern in C lang**

Lesson 23 : **23 Ù†Ù...Ø· Ø§Ù„ÙˆØ³ÙŠØ· Mediator design pattern in C lang**

Lesson 24 :

24 Ù†Ù...Ø· Ø³Ù„Ø³Ù„Ø© Ø§Ù„Ù...Ù³Ø¼ÙˆÙ„ÙŠØ© Chain of Responsibility design pattern in C lang

Lesson 25 : **25 Ù†Ù...Ø· Ø§Ù„Ù...Ù±Ø§Ù„Ø´ Observer design pattern in C lang**

Lesson 26 : **26 Ù†Ù...Ø· Ø§Ù„Ø®Ø·Ø© Strategy design pattern in C lang**

Lesson 27 : **27 Ù†Ù...Ø· Ø§Ù„Ø£Ù...Ø± Command design pattern in C lang**

Lesson 28 : **28 Ù†Ù...Ø· Ø§Ù„ØØ§Ù„Ø© State design pattern in C lang**

Lesson 29 : **29 Ù†Ù...Ø· Ø§Ù„Ø²Ø§Ø¶Ø± Visitor design pattern in C lang**

Lesson 30 : **30 Ù†Ù...Ø· Ø§Ù„Ù...Ù†Ø±Ø± Iterator design pattern in C lang**

Lesson 31 : **31 Ù†Ù...Ø· Ø§Ù„Ù...Ø³Ø±Ø¬Ù... Interpreter design pattern in C lang**

Lesson 32 : **32 Ù†Ù...Ø· Ø§Ù„Ø³Ø°Ù†Ø±Ø© Memento design pattern in C lang**

Lesson 33 :

33 Ù...Ø§Ø°Ø§ Ø´Ø¹Ø´ Ø³Ø¹Ù„Ù... Ø£Ù†Ù...Ø§Ø· Ø³ØµÙ...ÙŠÙ... Ø§Ù„Ø´Ø±Ù...Ø¬ÙŠØ§Ø³ Final video

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