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Descrizione fisica	1 online resource (554 p.)
Collana	Wrox beginning guides
Disciplina	005.13/3
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Nota di contenuto	Beginning C# 3.0; About the Author; Credits; Acknowledgments; Contents; Introduction; Part I: Getting Started; Part II: Understanding C# Syntax; Part III: Writing Your Own Classes; Part IV: Storing Data; Appendix A: Exercise Solutions; Index
Sommario/riassunto	Learn all the basics of C# 3.0 from Beginning C# 3.0: An Introduction to Object Oriented Programming, a book that presents introductory information in an intuitive format. If you have no prior programming experience but want a thorough, easy-to-understand introduction to C# and Object Oriented Programming, this book is an ideal guide. Using the tutorials and hands-on coding examples, you can discover tried and true tricks of the trade, understand design concepts, employ debugging aids, and design and write C# programs that are functional and that embody safe programming practices.