

The book was found

Learn To Program With C#



Synopsis

Sit down and join the lively classroom discussion occurring throughout this unique book for beginners. The tutorial classroom experience will show you why Professor Smiley is renowned for making learning fun and easy. Pencils up!

Book Information

Series: Learn to Program

Paperback: 610 pages

Publisher: Osborne/McGraw-Hill; 1st edition (April 23, 2002)

Language: English

ISBN-10: 0072222611

ISBN-13: 978-0072222616

Product Dimensions: 9.7 x 7.1 x 1.5 inches

Shipping Weight: 2.7 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (41 customer reviews)

Best Sellers Rank: #751,003 in Books (See Top 100 in Books) #315 in [Books > Computers & Technology > Programming > Languages & Tools > C#](#) #962 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design](#) #183453 in [Books > Reference](#)

Customer Reviews

I have yet to see a beginner's book on C# that even comes close to this one. It is amazing how hundreds of C# books out there misses a critical point that the reader may not understand the material very well unless it is explained in easy detail. This book does not miss its easy details. I have intermediate skillset in C# and I still found this book helpful because it provides a refreshing perspective on the fundamentals of C# programming. The book does not merely focus on how to program, but on what circumstances one should use certain features. This is something not every C# book will offer. If you read this book and still can't understand the basic of C#, then programming is not for you.

I took a chance on this book because it said that it was a "true beginners book". I had zero computer programming skills or knowledge. I knew some basic PC tasks, like using word, the internet and manipulating some pics I got off my camera, but again zero programming. Everyone I talked to recommended books that were supposed to be for the beginner but everyone of them required at

least some elementary background with basic programming terms. I was very frustrated until I found John Smiley's book. His unique classroom style writing approach let me feel apart of his class. What most impressed me was that nothing was taken for granted and nothing was presented or used in the examples without detailed and complete explanations. Most other books I came across program concepts that they don't explain until 3 chapters later. I was never lost or confused at any stage of my study with this book. Not only was it a complete teaching but the book doesn't require you to purchase expensive software in order to learn C#. In fact his approach better prepares you to later learn Visual Studio because you now understand how the code is generated and can go in and code on your own if you wanted. The book built my understanding of C#, my vocabulary for future programming, it gave me confidence that the C# mountain could be conquered, and it left me with the ability to pick up any other C# book and learn.

True to the title, "Learn to Program with C#" clearly introduces the basic principles of computer programming while teaching Microsoft's C# language. This book will be useful to both novice programmers and to programmers, like myself, with some experience in another language. In fact, my earlier experience is in Fortran, Basic and Visual Basic, which I initially learned in a pair of courses taught by the author, John Smiley, several years ago. In reading a review copy of his new book I recalled Smiley's unassuming teaching style that allows each student to build confidence while learning the fundamentals of the language. As a programmer, but without knowledge of any version of "C," I was able to breeze through the introductory chapters, while refreshing my knowledge of concepts such as the "systems development life cycle," which are important to consider before embarking on any programming project. In this book, John Smiley places the reader in a university classroom with himself as the first-person narrator and instructor. Throughout the book, we follow the development of an actual C# application as a "class project" case study. The classroom concept, with named male and female students who ask intelligent questions, is easy to relate to and follow, but is not at all simplistic. This narrative format, unusual for a technical book, works well to lead the reader through the issues that arise during development of a project. Smiley has a very easy-going tone and seemed to anticipate questions that I had regarding the specifics of C#. For me, the most interesting chapters are numbers six through nine in which I learned about methods, instantiable classes, controlling access to object data, and inheritance. I even enjoyed learning about "overloaded constructors," which would have previously seemed to be an arcane concept. All the topics that Smiley undertakes to teach in his book are clearly explained and fully illustrated with "screen shots" and sample code that build pieces of the application that runs through

the book. With Learn to Program C#, I think that I learned enough to begin writing C# applications capable of prompting for user input, creating forms with textboxes and buttons, manipulating data, and creating reusable objects.

I'm using this book to teach C# at the University level and I find it to be an excellent book to teach students the new C# language, especially those with no prior programming experience. I've used John Smiley's other books on programming languages in other classes I've taught, and believe me, it makes the instructor's job easy. The book is full of examples, and has an ongoing case study which my students found very useful. In addition, the author has a great support site for this (and all his books) at...P>From my perspective, that's a good thing for three reasons. First, C# is a language that is in theory, Platform Independent. That means that the language is not designed to run on one specific Operating System such as Windows. In time there will be C# compilers that run on Unix, Linux, and Macs in addition to Windows. I think not 'marrying' the book to a specific Operating System or IDE is a good idea. Secondly, because the author doesn't use Visual Studio to teach C#, my students didn't have to purchase it--all they needed to do was to download the .Net framework from Microsoft--and that's free. Thirdly, as a computer science instructor, I can tell you I prefer my students not to use IDE's, at least in the beginning. It can take several weeks for a student to get comfortable with an IDE, and it detracts from what is really important, learning the language. IDE or not, this book will take you from no knowledge to a complete Windows program at the end. And if you are like my students, you'll find the journey to be fun and enjoyable.

[Download to continue reading...](#)

Learn Spanish Step by Step: Spanish Language Practical Guide for Beginners (Learn Spanish, Learn German, Learn French, Learn Italian) Learn French Step by Step: French Language Practical Guide for Beginners (Learn French, Learn Spanish, Learn Italian, Learn German) A Rhetoric for Writing Program Administrators (Writing Program Administration) Kaplan GRE Exam, 2007 Edition: Premier Program (Kaplan GRE Premier Program (W/CD)) Kaplan MCAT 2007-2008 Premier Program (w/ CD-ROM) (Kaplan MCAT Premier Program (W/CD)) Kaplan GMAT, 2007 Edition: Premier Program (Kaplan GMAT Premier Program (w/CD)) Kaplan GRE Exam 2009 Premier Program (w/ CD-ROM) (Kaplan GRE Premier Program (W/CD)) Kaplan GMAT 2006, Premier Program (Kaplan GMAT Premier Program (w/CD)) Kaplan LSAT 2009 Premier Program (w/ CD-ROM) (Kaplan LSAT Premier Program (W/CD)) Kaplan GMAT 2008 Premier Program (w/ CD-ROM) (Kaplan GMAT Premier Program (w/CD)) Agile Program Management : How Program Managers Can Influence Agile Success The Handbook of Program Management: How to Facilitate

Project Success with Optimal Program Management, Second Edition Draw in Perspective: Step by Step, Learn Easily How to Draw in Perspective (Drawing in Perspective, Perspective Drawing, How to Draw 3D, Drawing 3D, Learn to Draw 3D, Learn to Draw in Perspective) Learn to Draw Disney's Enchanted Princesses: Learn to draw Ariel, Cinderella, Belle, Rapunzel, and all of your favorite Disney Princesses! (Licensed Learn to Draw) Learn to Draw Disney's Favorite Fairies: Learn to draw the magical world of Tinker Bell, Silver Mist, Rosetta, and all of your favorite Disney Fairies! (Licensed Learn to Draw) Learn to Draw Angry Birds: Learn to draw all of your favorite Angry Birds and Those Bad Piggies! (Licensed Learn to Draw) Learn to Draw Disney's The Little Mermaid: Learn to Draw Ariel, Sebastian, Flounder, Ursula, and Other Favorite Characters Step by Step! (Licensed Learn to Draw) Learn to Draw Disney Minnie & Daisy Best Friends Forever: Fabulous Fashions - Learn to draw Minnie, Daisy, and their favorite fashions and accessories - step by step! (Licensed Learn to Draw) Learn to Draw Angry Birds Space: Learn to draw all your favorite Angry Birds and those Bad Piggies-in Space! (Licensed Learn to Draw) Learn C# in One Day and Learn It Well: C# for Beginners with Hands-on Project (Learn Coding Fast with Hands-On Project) (Volume 3)

[Dmca](#)