

# Video Lecture

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- 02 Programming Paradigms
- 03 Influences on Language design
- 04 Phases of Compiler
- 05 Parse Tree
- 06 Type Checking
- 07 Loops
- 08 Subprograms Introduction
- 09 Fundamentals of Subprograms
- 10 Local referencing environments
- 11 Subprograms Parameter passing methods
- 12 Generic Subprograms

13 OOPs in C#

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