

Section 3: Practical Application of Design Patterns

In this section, you will apply your new knowledge of design patterns to implement a real-world application and learn some best practices and anti-patterns.

The section starts with a collection of best practices and things to avoid while developing applications using Kotlin. Then, in the following two chapters, we will build two microservices, first using a concurrent framework called Ktor, and in the last chapter using a reactive framework called Vert.x.

We'll also use this opportunity to examine how design patterns we've seen in the previous chapters come into play in real-world applications.

This section comprises the following chapters:

- [Chapter 9](#), *Idioms and Anti-Patterns*
- [Chapter 10](#), *Concurrent Microservices with Ktor*
- [Chapter 11](#), *Reactive Microservices with Vert.x*

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