

Design Pattern & Clean Code...

... ein pragmatischer Ansatz

Thomas Ley | @CleanCodeCoach

Workshop

- "Design Pattern & Clean Code – ein pragmatischer Ansatz"
- Start at *09:00*
- End at *17:00*
- 4x 1.5h Sessions
- *09:00, 11:00, 13:30, 15:30*

Agenda

- Pt.1 : Who are we, Interfaces, Dependencies
- Pt.2 : Dependency Injection, Service Locator
- Pt.3 : Test Design Pattern
- Pt.4 : Recap & Misc

Disclaimer

This presentation contains

- my experience
- my coding style
- my pragmatic approach
- neither represent an "ideal"
- nor a "quick and dirty" solution.

Who am I

- Thomas Ley, patchwork, 2+3 kids
- Coding since mid 90's
- Apprenticeship 2001 (**CGI**)
- Started with .NET 1.1 in 2005
- Speaker, Blog, GitHub, Publications
- **I am a C# developer.**

Who are You

- Whats your name?
- How long do you code?
- Which language (e.g. C#) do you use?
- Experience in Clean Code, Unit Testing & Design Pattern?
- What do you expect from this workshop?

After this workshop you

- ...learned something new
- ...are able to refactor without breaking code
- ...know test-pattern for brownfield projects
- ...have more SOLID knowledge

Pragmatic Pareto

- It's not "true" and "false". You have 254 states in between
- Build things flexible and clean
- Focus on the 80%, you can do 20% of your time
- We don't sell "clean code", we sell a working solution

Projects at github

- [Clean Code & Design Pattern](#)
- [EUMEL Dj](#)

Have a break...

- I have two workouts for a break
- 7 Minute Workout => Tabata Full-Body
- Bring Sally Up => One song, One exercise