

Welcome to ineuron.ai

COMMUNITY CLASS

**SYSTEM DESIGN
& DESIGN PATTERNS**

By Anjali Sheel | SDE 2 @ Microsoft

🕒 4 PM - 5 PM | 📅 7 June 2022 - 11 June 2022

CLASS 4

- Important OOPS concepts required
- Abstract classes
- Static classes
- OOPS concepts
- Interface
- Virtual keyword
- Override

FREE

iNeuron

System Design Foundations

Description:

This Course helps you to build the fundamentals of system designs to crack software engineer interviews.

Start Date:

Doubt Clear Time:

Course Time:

Features:

- # Course material
- # Course resources
- # On demand recorded videos
- # Practical exercises
- # Quizzes
- # Assignments

Course completion certificate

What we learn:

What is System Design?

How it will help?

Where it is used?

Who should be benefited from system design?

What are design principles?

Different design principles

What are design patterns?

History of design patterns

Types of design patterns

Important oops concepts required

Abstract classes

Static classes

OOPS concepts

Interface

Virtual keyword

Override

System Design Basics and Key Characteristics of Distributed Systems

Load balacing, Caching, Sql vs NoSql

Requirements:

System with Internet Connection

Interest to learn

Dedication

Instructor:**Name:**

Anjali Sheel

Description:

Currently working for Microsoft as SDE2 in the windows team with more than 5 years of experience in software development. Mentoring students in the Microsoft's engage program. Have more than one year of teaching experience for competitive programming. Have given various webinars for learner community for interview preparation. Have done M.Tech from Delhi Technological university(formerly known as DCE). Have 4 years of experience working at Siemens healthineers, a german product based company.

>Day 1:

>>Intro to System Design

>>What is System Design?

>>How it will help?

>>Where it is used?

>>Who should be benefited from system design?

>Day 2:

>>What are design principles?

>>Different design principles

>Day 3:

>>What are design patterns?

>>History of design patterns

>>Types of design patterns

>Day 4:

>>Important oops concepts required

>>Abstract classes

>>Static classes

>>OOPS concepts

>>Interface

>>Virtual keyword

>>Override

>Day 5:

>>System Design Basics and Key Characteristics of Distributed Systems

>>Load balancing, Caching, Sql vs NoSql