Inhoud

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# Object Oriented Programming

Interface (Icomparable & Icomparer)

Abstract class

Polymorphism

Dynamic Binding

Overloading

# SOLID Principles

Open / Closed principle

Single Responsibility principle

Liskov substitution principle

Interface segregation principle

Dependency Inversion principle

# GRASP

Controller

Creator

High Cohesion

Indirection

Information Expert

Low Coupling

Polymorphism

Protected Variations

Pure Fabrication

# Design Patterns

Strategy Pattern

Observer Pattern

Composite Pattern

Façade Pattern

Factory method

Singleton

Dependency Injection

# Refactoring

Replace Inheritance with Delegation

# C#

Serializable

Generics (bv. List<T> 🡪 List<string>)

Exceptions