



TED TALK SCRIPT (OUTLINE)

Real world use of design patterns in .Net
applications

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Introduction

Have an intriguing introduction line to design patterns

Explain quick to the point what they are and why we have them

Goal

Tell them who I am, why this is relevant for me and also for them.

Gang of four

Explain what the gang of four is, tell them about the book and the authors.

Tell about creational, structural and behavioural patterns.

For each type of pattern, use one to clarify the pattern (talking about creational patterns e.g. 'For example with the factory pattern we create a factory class which is used to create...')

Explain a few in detail with example code

Talk in detail about observer, singleton and dependency injection (and potentially more). Explain why these patterns (because they are very widely used and important to understand)

- Explain pattern
- Use cases, benefits and cons
- Example code

Cases from Bestmix

Talk about some cases of design pattern use in the Bestmix codebase (idk yet how many, got to see how big they are).

For every case:

- Give some context about code I am talking about
- Show snippets
- Explain what design pattern we are dealing with
- Why is this a good/bad choice
- What are possible improvements?
- Show improved snippets