Architecting Console Applications

Jason Roberts
DontCodeTired.com
@robertsjason

pluralsight
hardcore dev and IT training

Overview

- **Why not just put everything in Main?**

- **The Template Method Pattern**

- **Creating the base class containing the template method**

- **Implementing in a Console application**

- **Using with alternative input data**

- **Creating derived concrete processors**

- **An alternative implementation**

Why Not Put Everything in Main()?

Repetitive
boilerplate code

Large, **bloated**
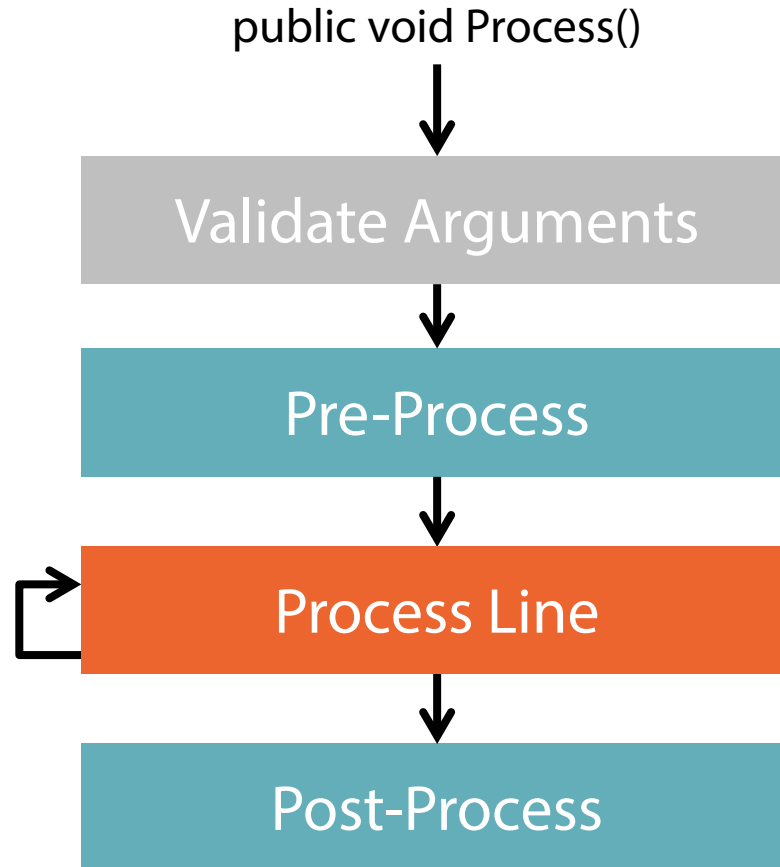Program.cs

Limits **code reuse**

Template Method Pattern

Abstract Class

```
public void Process()
{
    MethodA();
    MethodB();
}
```

Concrete
Class

Override methods as needed

Line Processing Template Method

public void Process()

Validate Arguments

Pre-Process

Process Line

Post-Process

Summary

- Why not just put everything in Main?

- The Template Method Pattern

- Creating the base class containing the template method

- Implementing in a Console application

- Using with alternative input data

- Creating derived concrete processors

- An alternative implementation