



Architecting Clean Code From SOLID to Design Patterns

Workshop Overview

Item	Details
Course Title	<i>Architecting Clean Code: From SOLID to Design Patterns</i>
Duration	8 Sessions (Total: 24 hours)
Format	Practical, project-based training program
Target Audience	FCAI Students — Intermediate to advanced developers
Organized By	DSC Cairo University Chapter
Instructor(s)	Omar Betawy, Bassel Ahmed
Venue	Creativa
Tools Used	VS Code / IntelliJ / PyCharm, GitHub, UML Diagrams, ChatGPT (for refactoring assistance)
Goal	Equip students with strong architectural thinking, applying SOLID principles and design patterns to write scalable, maintainable, and professional-grade software.

Timeline:

Session	Theme & Topics	Date	Time
Session 1 – “Writing for the Future” (Foundations of Clean Code)	<ul style="list-style-type: none"> • What is Clean Code & why it matters • Code smells & refactoring basics • Cohesion, coupling, and maintainability • Introduction to SOLID & design principles 	4 Nov	11:00–03:00 PM
Session 2 – “Breaking the Monolith” (SRP & OCP)	<ul style="list-style-type: none"> • Single Responsibility Principle (SRP) • Open/Closed Principle (OCP) • Refactoring large classes • Extending behavior without modifying existing code 	11 Nov	11:00–03:00 PM
Session 3 – “Decoupled Thinking” (LSP, ISP, DIP)	<ul style="list-style-type: none"> • Liskov Substitution Principle (LSP) • Interface Segregation (ISP) • Dependency Inversion (DIP) & Dependency Injection • Refactoring example: Payment or Notification system 	18 Nov	11:00–03:00 PM
—	Midterm Exams Break	22 – 27 Nov	—
Session 4 – “From Chaos to Clarity” (Applying SOLID in Real Projects)	<ul style="list-style-type: none"> • Combining all SOLID principles • Identifying tradeoffs and anti-patterns • Case study: E-Commerce / Library System refactor 	2 Dec	11:00–03:00 PM
Session 5 – “The Architecture Mindset” (Intro to Design Patterns)	<ul style="list-style-type: none"> • What are Design Patterns? • Pattern taxonomy (Creational, Structural, Behavioral) • Factory, Singleton, Abstract Factory basics 	9 Dec	11:00–03:00 PM
Session 6 – “Designing Creatively” (Creational Patterns Deep Dive)	<ul style="list-style-type: none"> • Builder, Prototype, Abstract Factory in depth • Scenario: UI Theming or Document Builder • Combining multiple creational patterns 	13 Dec	11:00–03:00 PM

Session 7 – “Building the Skeleton” (Structural Patterns)	<ul style="list-style-type: none"> • Adapter, Facade, Decorator, Composite, Proxy • Composition vs inheritance in architecture • Mini-project: Implement Decorator or Facade 	16 Dec	11:00–03:00 PM
Session 8 – “Patterns in Motion” (Behavioral Patterns + Final Project)	<ul style="list-style-type: none"> • Strategy, Observer, Command, Template Method, Chain of Responsibility • Combining patterns + SOLID • Final project presentations & feedback 	20 Dec	11:00–03:00 PM

Overall Course Objectives

- Build a strong understanding of software design principles and architecture.
- Enable students to write flexible, maintainable, and scalable code.
- Teach practical application of all SOLID principles.
- Explore 23+ classic design patterns with real-world examples.
- Strengthen teamwork, design communication, and UML diagramming skills.
- Prepare students for professional software engineering, system design interviews, and open-source contributions.

Learning Outcomes (After Completing All Sessions)

By the end of the course, participants will be able to:

- Identify and eliminate code smells through refactoring.
- Apply all five SOLID principles effectively in real projects.
- Recognize, implement, and combine design patterns appropriately.
- Create software architectures that are modular, extensible, and testable.
- Use UML to document and communicate software designs clearly.
- Collaborate on scalable projects following best software engineering practices.

Deliverables & Evaluation

Component	Description	Weight
Weekly Exercises	Refactoring & code design challenges	30%
Mid-course Project	Applying SOLID to a small project	25%
Final Project	Integrating SOLID + Design Patterns into a real-world system	35%
Participation	Code reviews, discussions, teamwork	10%

Certificates

Certificates of Completion will be awarded by **DSC Cairo University Chapter, MILSA Program**, and **Faculty of Computing & Artificial Intelligence (FCAI)** — with official approval from the Dean of FCAI.