

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

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