1. UML Class Diagram and Converting into Code
    1.1. Class Diagram Basics
    1.2. Class Structure
    1.3. Relationship between classes
2. Solid Principles
    2.1. Single Responsibility Principle (SRP)
    2.2. Open/Closed Principle (OCP)
    2.3. Liskov Substitution Principle (LSP)
    2.4. Interface Segregation Principle (ISP)
    2.5. Dependency Inversion Principle (DIP)
3. Code smells refactoring
4. Design Patterns
    4.1. Creational Design Pattern
        4.1.1. Singleton Design Pattern
        4.1.2. Factory Design Pattern
        4.1.3. Abstract Factory Design Pattern
        4.1.4. Builder Design Pattern
        4.1.5. Prototype Design Pattern
    4.2. Behavioral Design Pattern
        4.2.1. Strategy Design Pattern
        4.2.2. Chain of responsibility Pattern
        4.2.3. Command Pattern
        4.2.4. Iterator Pattern
        4.2.5. State Pattern
        4.2.6. Memento Pattern
        4.2.7. Visitor Pattern
        4.2.8. Observer Pattern
    4.3. Structural Design Pattern
        4.3.1. Adapter Design Pattern
        4.3.2. Composite Design Pattern
        4.3.3. Template Method
        4.3.4. Proxy Pattern
        4.3.5. Facade Pattern
        4.3.6. Flyweight Pattern