"SOLID Programming in C#"

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Presentation

- Name
- Company affiliation
- Area of expertise
- ▶ C# experience
- Expectations for the course



Prerequisites

- Working knowledge of newest C# and Visual Studio
 - Object-oriented development
 - Classes
 - Inheritance
 - Interfaces
 - Delegates
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 - Some knowledge of Design Patterns might be helpful (but is not required)
- ▶ An interest in producing maintainable C# code ☺



- Module 0: Introduction
- Module 1: The SOLID Principles
 - Single Responsibility Principle
 - Open/Closed Principle
 - Liskov Substitution Principle
 - Interface Segregation Principle
 - Dependency Inversion Principle
- Module 2: SOLID in Practice
 - Workshop A.1
 - 2.1: Repository Pattern
 - Workshop A.2



- Module 2: SOLID in Practice (Cont'd)
 - 2.2: Automatic Testing
 - Workshop A.3
- Module 3: Managing Dependencies
 - Workshop A.4
 - 3.1: Null Object Pattern
 - (Optional) Workshop A.5



- Module 04: Workshop B: Create User Service
 - 4.1: Strategy Pattern
 - 4.2: (Optional) Decorator / Proxy Pattern
 - 4.3: (Optional) Composite Pattern
- Module 05: Dependency Injection Containers
 - Containers
 - Workshop C.1: Adding Unity DI
 - Dependency Injection Patterns
 - Workshop C.2: Interception
 - Lifetime Management



Conclusion

▶ (For Later) Workshop D: If Time Permits...



Course Material

- Book
 - Mark Seemann and Steven van Deursen: "Dependency Injection Principles, Practices, and Patterns" Manning (2019), 1st Edition
- Slides
- Examples for every module
- Workshop and all workshop solutions
- Course evaluation after Day 2



Practical Information

- ▶ Each course day will be from 9.00 to 16.00
- Breaks
- ▶ Toilets
- Food and beverages
- Phones and devices
- Smoking
- Any questions...?





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