"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
    - …
  - Some knowledge of Design Patterns might be helpful (but is not required)

- An interest in producing maintainable C# code ☺

"SOLID Programming in C#"

▸ Introduction

▸ Module 01: "The SOLID Principles in C#"

▸ Module 02: "Living SOLIDly"

▸ Module 03: "Dependency Injection"

▸ Conclusion

Course Material

▸ Slides
▸ Examples for every module
▸ Labs (and lab solutions) for every module
▸ Course evaluation at course completion

Practical Information

▸ The course day will be from 9.00 to 16.00

▸ Breaks

▸ Toilets

▸ Food and beverages

▸ Phones and devices

▸ Smoking

▸ Any questions…?