"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 ☺





"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...?







