"Design Patterns 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
    - Virtual methods
    - Extensions
  - Interfaces
  - Delegates
  - …
- An interest in becoming a better C# developer. ☺

"Design Patterns in C#" – Day 1

- Introduction
  - What Are Design Patterns?
- Part I: Creational Patterns
  - Abstract Factory
  - Builder
  - Factory Method
  - Prototype
  - Singleton
- Part II: Structural Patterns
  - Adapter
  - Bridge

"Design Patterns in C#" – Day 2

- Part II: Structural Patterns (Cont'd)
  - Composite
  - Decorator
  - Façade
  - Flyweight
  - Proxy
- Part III: Behavioral Patterns
  - Iterator
  - Chain of Responsibility

"Design Patterns in C#" – Day 3

- Introduction to Day 3+4

- Part III: Behavioral Patterns (Cont'd)
  - Template Method
  - Strategy
  - Memento
  - Command
  - State
  - Interpreter
  - Visitor
  - Observer
  - Mediator

"Design Patterns in C#" – Day 4

- Part VI: Enterprise Patterns
  - Repository (with Entity Framework)
  - Null Object (with Unit Testing)
  - Dispose
- Part VII: Workshop Exercise
- Conclusion

Course Material

- Book
  - Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides: *"Design Patterns: Elements of Reusable Object-Oriented Software"*
- Slides
- Examples for every module
- Labs (and lab solutions) for every module
- A larger project on Day 4
- Course evaluation after Day 4

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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