"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 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...?







Denmark

WWW:http://www.wincubate.net

