**Designing, Building, Testing, and Managing Software Through Change using C#**

1. Object Design
   1. Application Object Design
   2. Retention Object Design
   3. Execution Object Design
   4. Communication Object Design
   5. Object Versioning
2. Application Design
   1. Communication Layer
   2. Orchestration Layer
   3. Execution Layer
   4. Retention Layer
3. Code File Design
   1. Code File Types
   2. Code File Elements
   3. Element Naming
   4. Access Levels
   5. Inheritance
4. Design Patterns
   1. Bridge Pattern
   2. Command Pattern
   3. Strategy Pattern
   4. Singleton Pattern
   5. Factory Pattern
   6. Adapter Pattern
   7. Facade Pattern
   8. Builder Pattern
   9. Dependency Injection Pattern
   10. Inversion of Control Pattern
5. Testing
   1. Unit Testing
   2. Integration Testing
   3. UI Testing
6. Source Control Management
   1. SCM Systems
   2. Branching
   3. Merging
   4. Releases
7. Deployment Management
   1. Environments
   2. Approvals
   3. Auditing
   4. Validation
   5. Rollback