

Day 11 - Core Java / DESIGN PATTERNS

Topics:

- Functional Programming Design principles
 - Immutability
 - Disciplined state
 - Pure functions and no side effects/disciplined states
 - First class functions and high order functions
 - Type systems
 - Referential transparency
- Patterns in java for the functional Programmer
 - Factory method pattern
 - Template method pattern
 - Builder pattern
 - Singleton
 - Chain of responsibility pattern
 - Command Pattern

Assignments:

1. Apply appropriate design patterns to Day7's assignment.