

Java Design Patterns - COURSE CONTENT

Ch1: Introduction

- ☐ Encapsulation
- ☐ Abstraction
- ☐ Objects
- ☐ Classes
- ☐ Responsibilities
- ☐ Attributes
- ☐ Composite Classes
- ☐ Operations & Methods
- ☐ Visibility
- ☐ Inheritance
- ☐ Polymorphism

Ch2: UML

- ☐ Use Case diagram
- ☐ Class Diagrams
- ☐ Object Diagrams
- ☐ Sequence Diagrams
- ☐ Communication Diagrams
- ☐ Deployment diagrams

Ch3: Object Oriented Design Principle

- ☐ Cohesion
- ☐ Coupling

- ☐ Open Close Principle
- ☐ Dependency Inversion Principle
- ☐ Interface Segregation Principle
- ☐ Single Responsibility Principle
- ☐ Liskov's Substitution Principle

Ch4: GOF Behavioural Patterns

- ☐ Strategy
- ☐ Command
- ☐ Observer
- ☐ Template Method
- ☐ Iterator

Ch5: GOF Creational Patterns

- ☐ Factory
- ☐ Abstract Factory
- ☐ Builder
- ☐ Singleton
- ☐ Prototype

Ch6: GOF Structural Patterns

- ☐ Facade
- ☐ Proxy
- ☐ Composite
- ☐ Decorator
- ☐ Adapter
- ☐ Flyweight

Ch7: Architectural Patterns

- ☐ MVC pattern
- ☐ Layered Pattern

Ch8: Java EE Presentation Tier Patterns

- ☐ Front Controller
- ☐ Application Controller
- ☐ Intercepting Filter
- ☐ Composite View
- ☐ View Helper
- ☐ Service To Worker

Ch9: Java EE Business Tier Patterns

- ☐ Business Delegate
- ☐ Service Locator
- ☐ Session Facade
- ☐ DTO

Ch10: Java EE Integration Tier Patterns

- ☐ Service Activator
- ☐ Webservice Broker
- ☐ Domain Store
- ☐ Data Access Object