

# Code and Test Smarter with Design Patterns in .NET

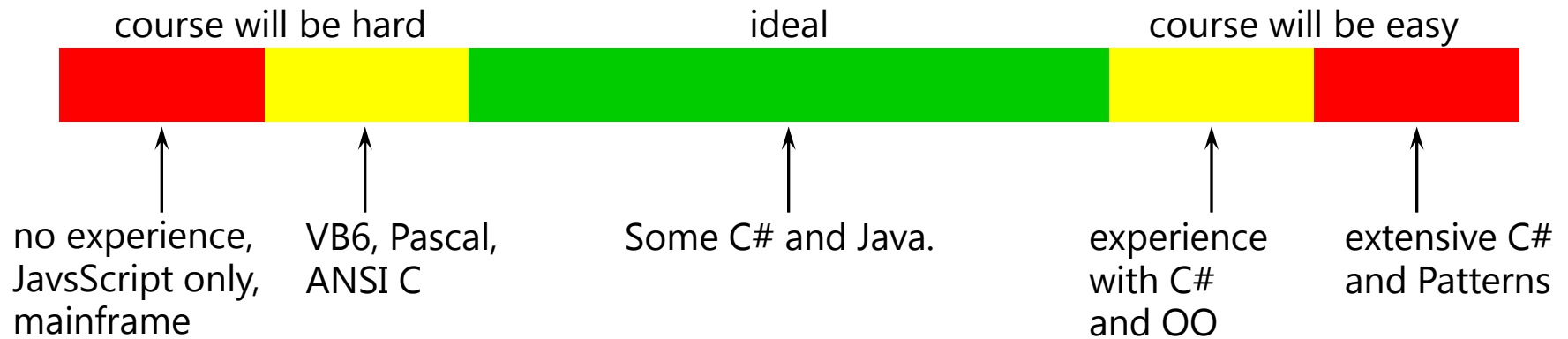


**DEVELOPMENTOR**

DEVELOPING PEOPLE WHO DEVELOP SOFTWARE



- Programming experience required
  - Preferably some experience with object-oriented development
  - Preferably C#





- Introduction into design patterns
- Learn and practice OO best practices
- Learn how to unit test
- How best to apply design patterns in the .NET framework



- Day 1
  - Design Patterns intro
  - Singleton
  - Strategy and Template
  - Test Driven Development
- Day 2
  - Creation Patterns
  - Observer Pattern
  - Iterator, Composite and Visitor



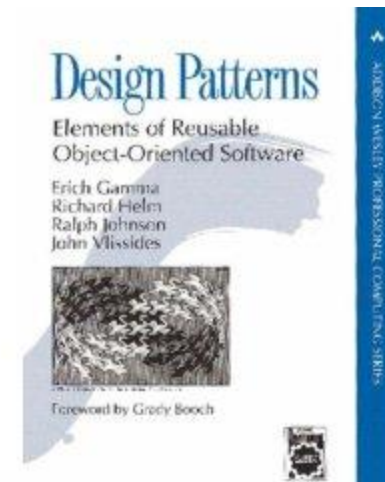
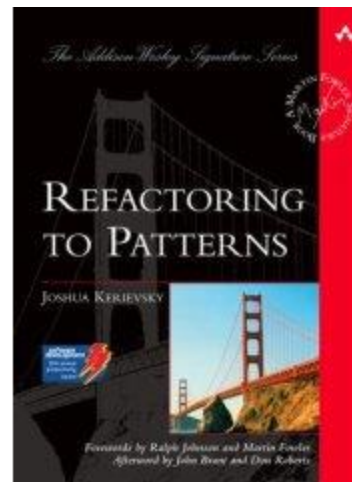
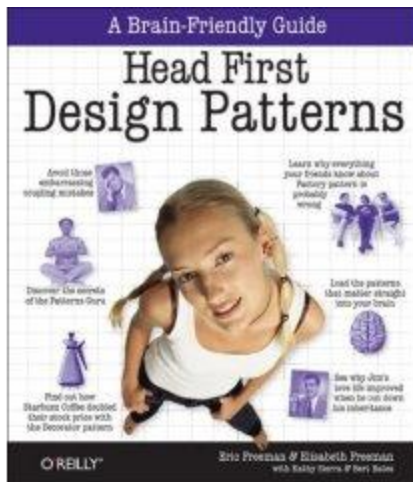
- Day 3
  - Decorator Pattern
  - Command Pattern
  - Proxy and Interceptor Patterns
- Day 4
  - State Pattern
  - Design for Testing
  - Test Doubles and Mocking



- Day 5
  - Repository Pattern
  - MVC Pattern



- Head First Design Patterns
- Refactoring to Patterns, Martin Fowlers Signature Series
- Design Patterns GOF, Addison Wesley





- Hours
- Food
- Phone
- Facilities
- Materials