

Crafted Design

Duration: 2 days



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About

- Hands-on course to help experienced developers learn to:
 - design **well crafted solutions**
 - produce software that is **responsive** to changing requirements and new functionality
 - avoid the pitfalls that lead to legacy code

Why attend?

- Learn **design** techniques applied in successful projects
- Use TDD as a design tool, applying **Outside-In TDD**
- Drive out a flexible design
- Build software that is not bound to a specific technology or framework by keeping them at the **boundaries** of your system
- Express your **business domain** in every facet of your entire application, not just methods and classes
- Keep your design **clean** as your application grows and requirements change
- Let your architecture **emerge**, rather than designing a rigid and unchangeable structure up-front

Content

- Four elements of simple design
- Use TDD as a design tool with Outside-In TDD
- Business application of SOLID principles
- Testing and refactoring legacy code to express business domain
- Interaction Driven Design (IDD)
 - Map and visualise business concepts in code
 - Express design and architecture in code, but keeping your domain clean
 - Learn an evolution of a subset of DDD

Audience

- Software developers that:
 - have experience in developing software commercially
 - are familiar with at least one Object Oriented Language (such as Java and C#)
 - are able to understand Java (the codebase and exercises are in Java)
 - are comfortable using TDD to build software
 - understand mock objects and know how to use a mocking library

Prerequisites

- Developers must:
 - bring their own laptops
 - have a development environment consisting of:
 - Java 8
 - favourite IDE
 - maven 3.x
 - a unit testing framework
 - Git (desirable)
 - be able to create projects, build source code and run test cases in their development environment