

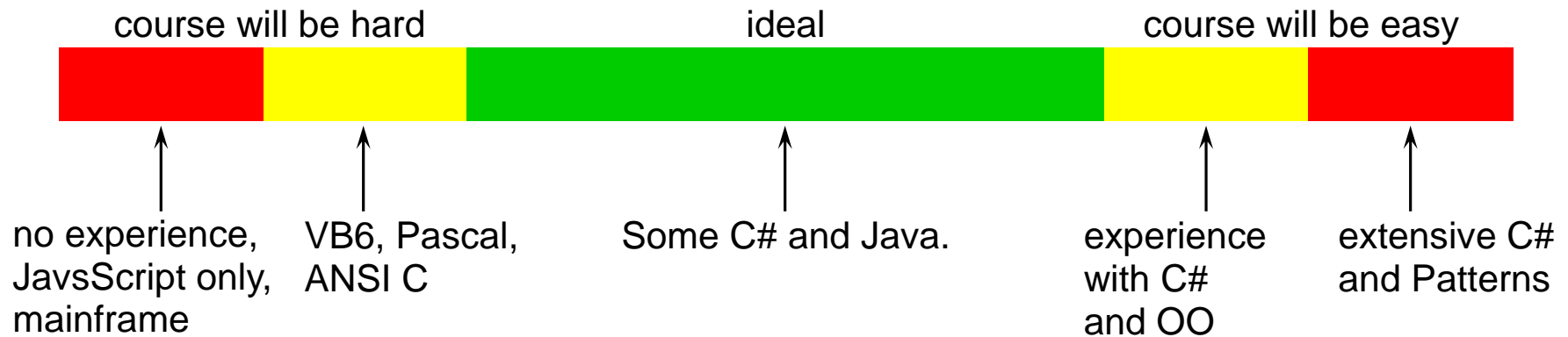
# Design Patterns and Async



# Course prerequisites

## 🟡 Programming experience required

- 🟡 Preferably some experience with object-oriented development
- 🟡 Preferably C#



# Course goals

- 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
- How to write async code in .NET



# What to Expect

## Day 1

- ◆ Design Patterns intro
- ◆ Strategy and Template
- ◆ Creational Patterns

## Day 2

- ◆ Observer Pattern
- ◆ Iterator composite and visitor
- ◆ Decorator
- ◆ State



# What to Expect

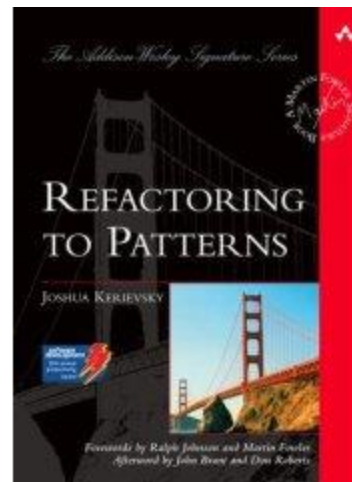
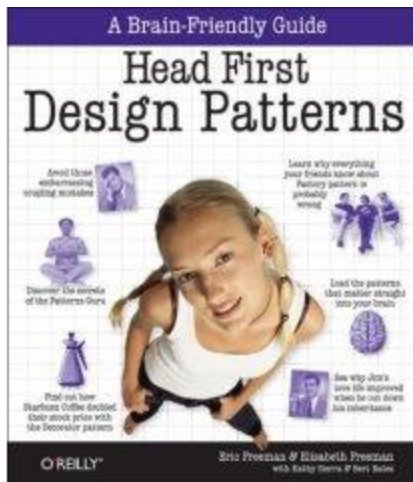
## Day 3

- ◆ Asynchrony with Tasks
- ◆ Thread Safety



# Recommended Texts

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



# Logistics

- ⬡ Hours
- ⬡ Food
- ⬡ Phone
- ⬡ Facilities
- ⬡ Materials

