Course Objectives:

1. C# Object Oriented Concepts

   · Abstract Class

   · Sealed Class

   · Virtual Functions

   · Interfaces in C#

   · Dependency Injection

   · SOLID principles

2. Creational Design Pattern

   · Factory Method

   · Abstract Factory

   · Builder

   · Prototype

   · Singleton

3. Structural Design Patterns

   · Adapter

   · Bridge

   · Composite

   · Decorator

   · Façade

   · Flyweight

   · Proxy

4. Behavioural Design Patterns

   · Chain of Responsibility

   · Command

- · Interpreter

- · Iterator

- · Mediator

- · Memento

- · Observer

- · State

- · Strategy

- · Visitor

- · Template Method

Details of the Program:

Many exercises will be given. The participants are expected to work on these exercises.

Date: 29th, 30th June, 1st, 4th, 5th & 6th July 2022 (9:00 AM to 1:00 PM)