"Design Patterns in C#"

Agilent Special Course

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TEKNOLOGISK INSTITUT

Presentation

- Name
- Company affiliation
- Area of expertise
- Design Patterns experience
- Expectations for the course

Prerequisites

▸ Working knowledge of newest C# and Visual Studio
- Object-oriented development
  - Classes
  - Inheritance
- Interfaces
- Delegates
- …

▸ Interest in structuring your code nicely ☺
▸ Experience in C#
▸ Some knowledge of WPF for Day 2

"Selected Gang of Four Design Patterns in C#" – Day 1

- ▸ 00 – Course Outline
- ▸ 01 – What Are Design Patterns?
- ▸ 02 – Abstract Factory
- ▸ 03 – Builder and Fluent API
- ▸ 04 – Decorator
- ▸ 05 – Façade
- ▸ 06 – State
- ▸ 07 – Observer
- ▸ *If Time Permits:* 08 – Command

"Data-centric and Application Patterns in C#" – Day 2

- ‣ 09 – Repository (including EF intro)
- ‣ 10 – Unit of Work
- ‣ 11 – Proxy (including Caching Lab)
- ‣ 12 – Introduction to MVVM
- ‣ 13 – MVVM Problems and Patterns
- ‣ *If Time Permits:* 14 – The SOLID Principles

Course Material

▸ **Background Material**
- Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides: *"Design Patterns: Elements of Reusable Object-Oriented Software"*
- Martin Fowler: *"Patterns of Enterprise Application Architecture"*
- Martin Fowler's Patterns page: http://www.martinfowler.com

▸ Slides
▸ Examples for every module and Case Study
▸ Labs (and lab solutions) for every module
▸ Course evaluation after Day 2

Practical Information

- Each course day will be from 8.30 to 16.30
- Breaks

- Any questions...?

WINCUBATE

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