# "SOLID Programming"

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#### Presentation

- Name
- Company affiliation
- Area of expertise
- ▶ C#/X++ experience





### Prerequisites

- ▶ Working knowledge of newest C#/X++ and Visual Studio or similar
  - Object-oriented development
    - Classes
    - Inheritance
    - Interfaces / Abstract / Pure Virtual
    - •
  - Some knowledge of Design Patterns might be helpful (but is not required)
- ▶ An interest in producing maintainable code ☺





## "SOLID Programming"

- Introduction
- ▶ Module 01: "The SOLID Principles"
- ▶ Module 02: "Living SOLIDly"
- Questions
- Conclusion





### Course Material

- Slides
- Examples for every module
- ▶ Labs (and lab solutions) for every module





### Practical Information

- ▶ The course day will be from 9.00 to ~15.00
- Breaks

Any questions...?







