

# "SOLID Programming in C#"

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*Kamstrup Onsite Course*

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# Presentation

- ▶ Name
- ▶ Company affiliation
- ▶ Area of expertise
- ▶ C# experience
- ▶ Expectations for the course



# Prerequisites

- ▶ Working knowledge of newest C# and Visual Studio
  - Object-oriented development
    - Classes
    - Inheritance
    - Interfaces
    - Delegates
    - ...
  - Some knowledge of Design Patterns might be helpful (but is not required)
- ▶ An interest in producing maintainable C# code 😊



# "SOLID Programming in C#"

- ▶ Introduction
- ▶ Module 01: "The SOLID Principles in C#"
- ▶ Module 02: "Living SOLIDly"
- ▶ Module 03: "Dependency Injection"
- ▶ Conclusion



# Course Material

- ▶ Slides
- ▶ Examples for every module
- ▶ Labs (and lab solutions) for every module
- ▶ Course evaluation at course completion



# Practical Information

- ▶ The course day will be from 8.30 to ~16.00
- ▶ Breaks
- ▶ Lunch Break
- ▶ Toilets
  
- ▶ Any questions...?



