

PROSA Online Workshop:

"Design Patterns in C#"

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TEKNOLOGISK
INSTITUT

Prerequisites

- ▶ Working knowledge of newest C# and Visual Studio
 - Object-oriented development
 - Classes
 - Inheritance
 - Virtual methods
 - Extensions
 - Interfaces
 - Delegates
 - ...

- ▶ An interest in becoming a better C# developer. 😊

"Design Patterns in C#" – Day 1

- ▶ Introduction
 - What Are Design Patterns?
- ▶ Part I: Creational Patterns
 - Abstract Factory
 - Builder
 - Singleton

If Time Permits:

- Factory Method
- Prototype

"Design Patterns in C#" – Day 2

- ▶ Part II: Structural Patterns
 - Adapter
 - Composite
 - Decorator
 - Proxy

If Time Permits:

- Façade

"Design Patterns in C#" – Day 3

► Part III: Behavioral Patterns

- Visitor
- Template Method
- Strategy
- Mediator

If Time Permits:

- Iterator

Workshop Material

- ▶ Slides
- ▶ Examples for every module
- ▶ Labs (and lab solutions) for selected design patterns
- ▶ Loosely based on book (not included in course!)
 - Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides: *"Design Patterns: Elements of Reusable Object-Oriented Software"*

Practical Information

- ▶ Workshop I: "Creational Patterns"
Thursday May 23, 2024, 17.00 – 20.00
- ▶ Workshop II: "Structural Patterns"
Thursday May 30, 2024, 17.00 – 20.00
- ▶ Workshop III: "Behavioural Patterns"
Thursday June 6, 2024, 17.00 – 20.00

Full Course

- ▶ "Gang of Four Design Patterns in C#"
 - All 23 design patterns from Gang of Four book
 - 2 + 2 days

- ▶ <https://www.teknologisk.dk/kurser/gang-of-four-design-patterns-in-c-sharp/k89076>

- ▶ Next courses:
 - September, 2024
 - October, 2024
 - November, 2024



WINCUBATE

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