PROSA Online Workshop:

"Design Patterns in C#"

Jesper Gulmann Henriksen

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 September 28, 2023, 17.00 – 20.00

▸ Workshop II: "Structural Patterns"
Thursday October 5, 2023, 17.00 – 20.00

▸ Workshop III: "Behavioural Patterns"
Thursday October 12, 2023, 17.00 – 20.00

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