CoreDP

Core Design Patterns Course

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CoreDP - Version: 1

🕐 3 days Course

Description:

This is code level, best practices - design course. The purpose of the course is to teach developers best practices to design and code common developers\designers problems. Design Patterns are solutions to recurring problems in a given context.

•Patterns bring together and document the core solution to a given problem that occur during software development

•Patterns are language-independent solutions

•Patterns are convenient ways of reusing OO code between projects and programmers.

The course covers 23 design patterns defined in the "Design Patterns Bible – GoF" - "Design Patterns, Elements of Reusable Software," - Gamma, Helm, Johnson & Vlissides (Gang of Four)

Course lecture 60% of time, exercise – 40%

Course Examples are in Java/Python, course labs and solutions are in Java and C# and Python

Intended audience:

Prerequisites:

Developers with experience in: c-sharp, java and python
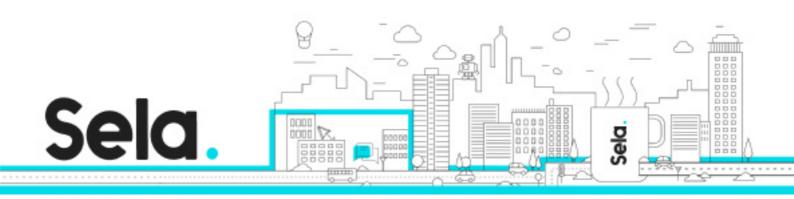
Objectives:

Topics:

Module 1 – OOD Principles

- UML - introduction
- The Open-Closed Principle - OCP
- Dependency Inversion Principle - DIP
- Interface Segregation Principle - ISP
- Single Responsibility Principle - SRP
- Liskov's Substitution principle

º Module 2 – Introduction to Design Patterns

º Module 3 – Creational Design Patterns

º Module 4 – Structural Design Patterns

º Module 5 – Behavioral Design Patterns