

Training program:

Design patterns for application developers

Info:

Name:	Design patterns for application developers
Code:	craft-patterns-Patterns Biz
Category:	Design patterns
Target audience:	
Duration:	3 days
Format:	50% lecture / 50% workshop

Training program

1. Object Oriented Design.

1.1. GRASP - General Responsibility Assignment Software Patterns.

1.2. SOLID

2. Antipatterns and pitfalls

2.1. Code smells review

3. Design patterns

3.1. Strategy

3.2. Decorator

3.2.1. Wrapper

3.2.2. Decorator and Strategy

3.3. Chain of Responsibility

3.3.1. Chain and Strategy

3.4. Abstract Factory

3.5. Builder

3.5.1. Assembler for unit testing

3.6. Template Method

3.6.1. TM as an anti-pattern

3.7. Singleton

3.8. State

3.8.1. State machine

3.9. Specification

3.10. Events

3.10.1. Broker

3.10.2. Bus

3.11. Saga

3.12. Role Object

3.13. Extension Object

3.14. Facade

3.15. Command

3.15.1. Command-CommandHandler

4. Testability