

Training on Design Patterns Using .NET

1. Introduction to OO Design Thinking

- Design Patterns makes use of OOPs concepts - Composition, Aggregation, Inheritance, Encapsulation
- Design Exercise
- Interface-vs-Implementation
- Design Exercise for “uses” scenario, Dependency Inversion
- Patterns Classification – Creational, Structural, Behavioural

2. Creational Pattern with hands-on exercise

- Abstract Factory
- Builder
- Factory
- Singleton

3. Structural Pattern with hands-on exercise

- Adapter
- Composite
- Decorator
- Delegation
- Design for Testability
- Façade
- Flyweight
- Interface
- Proxy

4. Behavioural Pattern with hands-on exercise

- Chain of Responsibility
- Iterator
- Mediator
- Memento
- Observer
- State
- Temple Method
- Visitor