



Design Patterns

Length: One day
Level: Advanced

DESCRIPTION

Patterns and pattern languages are ways to describe best practices and capture experience in a way that it is possible for others to reuse this experience.

This course teaches how to solve object-oriented design problems that do not have obvious solutions using proven concepts with a track record, not theories or speculation.

OBJECTIVES

Upon completion of the course, participants will be able to:

- Define patterns and pattern languages.
 - Describe the structure of a pattern.
 - Identify the characteristics of a good pattern.
 - Describe the development process of a pattern.
 - Describe the relationship between the different categories of patterns.
 - Define design patterns.
 - Select appropriate design patterns.
 - Apply design patterns to develop sound object-oriented architectures and efficient design models.
-

TOPICS

- Patterns and pattern languages
 - Structure of a pattern
 - Characteristics of a good pattern.
 - Development process of a pattern
 - Categories of patterns
 - Design patterns
 - Creational patterns
 - Structural patterns
 - Behavioral patterns
-

AUDIENCE

- Software Developers
 - Software Architects
-

PREREQUISITES

- Good understanding of the software development cycle.
- Good understanding of object-oriented concepts and the UML.