Design Patterns in C#

Prerequisites

This seminar was developed for software developers with extensive experience in OOP using the C# programming language.

Duration

This seminar includes 24 academic hours.

Premium Training

This seminar can be delivered either in Hebrew or in English. It can be delivered either online, or in a Hybrid way that allows the participants to choose whether to attend the meeting room where the training takes place or to join online.

The Lecturer

This seminar is delivered by Haim Michael, an experienced well-known software development trainer with more than 25 years of experience in software development training, and more than 14 years of experience in C# programming.

The Topics

This seminar covers the classic design patterns in accordance with their introduction in the "Design Patterns: Elements of Reusable Object-Oriented Software" well known book. This seminar includes the following topics:

Introduction
What is Design Pattern?
What is Antipattern?
UML Class Diagram

Structural Design Patterns
Adapter
Façade
Proxy
Decorator
Composite *
Flyweight *

Behavioral Design Patterns
Observer
Command
Strategy
State
Template Method
Iterator
Visitor *
Chain of Responsibilities *

Creational Design Patterns
Factory Method
Abstract Factory
Singleton
Builder *
Prototype

* if time allows