

## Design Patterns in C# Crash Course

 Duration: 0.5 Days

 Available Languages: English German

### Audience

Software Developers, Software Architects, Testers.

### Precondition

Good knowledge of C#, familiarity with the latest C# features and the .NET framework, developer tools such as ReSharper

### Goals

Learn how to improve your Software Structure with Design Patterns.

### Contents

- History
  - # Gang of Four (GoF)
  - # Purpose of Design Pattern
- UML for Design Patterns
- Creational Patterns
  - # Abstract Factory
  - # Builder
  - # Factory Method
  - # Prototype
  - # Singleton
- Structural Patterns
  - # Adapter
  - # Bridge
  - # Composite
  - # Decorator
  - # Delegate
  - # Facade
  - # Flyweight
  - # Proxy
- Behavioral Patterns
  - # Chain of Responsibility
  - # Command
  - # Interpreter
  - # Iterator
  - # Null Object
  - # Mediator
  - # Memento

- # Observer
- # State
- # Strategy
- # Template Method
- # Visitor
- Design Patterns and SOLID principles
- Anti-patterns
- Design Patterns and Refactoring

## Language

C#

## IDE

Visual Studio Code (Rider)

## Unit Test Framework

Visual Studio Testing Framework (NUnit)

## Booking

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