

Principles of Object-Oriented Class Design (SOLID) C++ Crash Course

 Duration: 1 Days

 Available Languages: English German

Audience

Software Craftspeople: Software Developers, Testers.

Precondition

Good knowledge of Java.

Goals

Learn how to improve Software Architecture and Design using the Principles of Object-Oriented Class Design.

Contents

- SOLID Principles
 - # Single Responsibility Principle
 - # Open-Closed Principle
 - # Liskov Substitution Principle
 - # Interface Segregation Principle
 - # Dependency Inversion Principle
- Package Cohesion Principles
 - # Reuse-release Equivalence Principle
 - # Common-Reuse Principle
 - # Common-Closure Principle
- Package Coupling Principles
 - # Acyclic Dependencies Principle
 - # Stable-Dependencies Principle
 - # Stable-Abstractions Principle

Booking

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