


## 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

Contact Siddhesh Nikude, +91-95-52572354, [training@nelkinda.com](mailto:training@nelkinda.com)