

Design Patterns in Kotlin Crash Course

 Duration: 0.5 Days

 Available Languages: English German

Audience

Software Developers, Software Architects, Testers.

Precondition

Good knowledge of Kotlin.

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

Kotlin

IDE

IntelliJ IDEA, Eclipse

Unit Test Framework

JUnit 5, JUnit 4, JUnit 3

Booking

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