

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

Contact Siddhesh Nikude, +91-95-52572354, training@nelkinda.com