SETC Training Corporate Logo

Java Training: Design Patterns Revealed (JDPATEE, 3 jours)

Description

The course Design Patterns Revealed (Java Training) is designed to demystify design patterns with Java. In this course, you explore the creational, structural & behavioral design patterns originally defined by the Gang of Four (GOF). The training includes the fundamentals of object orientated programming, Refactoring & UML. Practical exercises are provided to reinforce the concepts covered in the course. The course concludes with an introduction to core JEE enterprise design patterns.

Tarifs

- Tarification: $3,750/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

Plan de cours

An Introduction to Design Patterns

- What is a Design Pattern?
- When Design Patterns Should and Should Not be Used
- Overview of the Gang of Four Patterns
- About Creational Design Patterns
- About Structural Patterns
- About Behavioural Design Patterns

Creational Design Patterns

- About Object Creation
- Abstract Factory
- Singleton
- Builder
- Prototype
- Refactoring Considerations
- Client Code Review

Structural Patterns

- About Object Structure
- Adapter
- Bridge
- Composite
- Façade
- Flyweight
- Decorator
- Proxy
- Refactoring Considerations
- Client Code Review

Behavioural Patterns

- About Object Behaviour
- Template Method
- Command
- Observer
- Strategy

Visitor
Mediator
Iterator
Interpreter
Memento
State
Refactoring Considerations
Client Code Review

Enterprise Design Patterns

Introduction to JEE Enterprise Design Patterns
About the Layers: Presentation, Integration and Business
Presentation: FrontController, ApplicationController, CompositeView and ViewHelper
Business: ApplicationService, ServiceLocator, SessionFacade and BusinessObject
Integration: ServiceActivator, WebServiceBroker and DataAccessObject

Using Patterns in the Real World: An Overview