

.NET Training: Design Patterns & Refactoring (NFDPAT, 4 jours)

Description

Design Patterns were originally proposed for the C++ community by the famous gang of Four (Booch, Jacobson and Rumbaugh). Design Patterns represent time tested and robust solutions to some common everyday problems. The course Design Patterns & Refactoring (.NET Training) aims to help senior .NET developers gain an understanding of how to use .NET design patterns effectively and appropriately. In using the proper creational, structural and behavioral design patterns, .NET programmers can greatly increase the maintainability, flexibility and robustness of their code.

Tarifs

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

Plan de cours

Object Oriented Design with Uml|

The Happy Video Store

Parameterized Classes and Patterns

Sequence Diagrams

Statechart Diagrams

Activity Diagrams

Proper Coding Practices

What Makes Good Software

Going From Analysis To Design

Object Re-use

Applying Design Patterns

Uml Class Notation

Generalization

Aggregation and Composition

Collection Classes

The Refactoring Process|

The Refactoring Process

Data Clumps

Primitive Obsession

Switch Statements

Lazy Class

Speculative Generality

Temporary Field

Message Chains

Middle Man

Inappropriate Intimacy

Alternative Classes with Different Interfaces

Code Smells Overview

Data Classes

Refused Bequest

Comments

Refactoring the Shapes Application

Duplicated Code

Long Method

Large Class

Long Parameter List

Divergent Change

Shotgun Surgery

Feature Envy

Creational Design Patterns|

About Object Creation

Abstract Factory

Singleton

Client Code Review

Builder

Prototype

Refactoring Considerations

Structural Patterns|

About Object Structure

Adapter

Bridge

Composite

Façade

Other Patterns

Refactoring Considerations

Behavioural Patterns|

About Object Behaviour

Command

Observer

Strategy

Visitor

Other Patterns

Refactoring Considerations