BO·TT·EGA
IT minds

Training program:

Design patterns for application developers

Info:

Name:	**Design patterns for application developers**
Code:	**craft-patterns-Patterns Biz**
Category:	Design patterns
Target audience:	
Duration:	3 days
Format:	50% lecture / 50% workshop

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Training program

- **1. Object Oriented Design.**
  - 1.1. GRASP - General Responsibility Assignment Software Patterns.
  - 1.2. SOLID
- **2. Antipatterns and pitfalls**
  - 2.1. Code smells review
- **3. Design patters**
  - 3.1. Strategy
  - 3.2. Decorator
    - 3.2.1. Wrapper
    - 3.2.2. Decorator and Strategy
  - 3.3. Chain of Responsibility
    - 3.3.1. Chain and Strategy
  - 3.4. Abstract Factory
  - 3.5. Builder
    - 3.5.1. Assembler for unit testing
  - 3.6. Template Method
    - 3.6.1. TM as an anti-pattern
  - 3.7. Singleton
  - 3.8. State
    - 3.8.1. State machine
  - 3.9. Specification
  - 3.10. Events
    - 3.10.1. Broker

3.10.2. Bus

3.11. Saga

3.12. Role Object

3.13. Extension Object

3.14. Facade

3.15. Command

3.15.1. Command-CommandHandler

4. Testability