



.NET Development and Visual Studio

CS410: C# Design and Application Patterns

Learn how to apply best practices to your C# development and .NET applications. This hand-on course uses real-life analogies that give developers the practical experience needed to succeed in their daily professions. This live class is available virtually with [Remotelive™](#) or locally at our Phoenix, AZ location.

\$2,695.00

- 3 Days
- Taught by expert Dan Wahlin

Upcoming Dates

Course Description

The C# Design and Application Patterns course teaches .NET developers how to apply best practices to their .NET applications. While a thorough understanding of the C# language is key to development success, developers should also understand how to write loosely-coupled code that is based upon proven best practices and patterns. By applying design and application patterns to the development process, more consistent, flexible and maintainable code can be written.

Course Outline

1. Introduction to Design Patterns

- What are Design Patterns?
- Why use Design Patterns?
- Selecting a Design Pattern
- Key Language Concepts

2. Creational Design Patterns

- Abstract Factory Pattern
- Singleton Pattern
- Builder Pattern
- Factory Pattern
- Prototype Pattern

3. Structural Design Patterns

- Façade Pattern
- Decorator Pattern
- Adapter Pattern

4. Behavioral Design Patterns

- Observer Pattern
- Chain of Responsibility Pattern
- Mediator Pattern

5. Application Design Patterns

- Overview of Application Design Patterns
- Model-View-Controller (MVC)
- Understanding the MVC Pattern
- Introduction to ASP.NET MVC
- The Role of Routing
- Creating the Model
- Creating a Controller with Actions
- Displaying Data with Views
- Model-View-ViewModel (MVVM)
- Introduction to MVVM
- The role of the ViewModel
- Applying MVVM to Silverlight Applications

Audience

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Prerequisites

Before taking this course, students should have successfully completed the following course or have equivalent experience:

[CS314: Advanced C#5 Programming with Visual Studio 2012](#)

What You Will Learn

- How to build re-useable code bases
- The importance of building loosely-coupled applications
- The benefits of applying design patterns to development projects
- The role of Generics and Interfaces in design patterns
- The difference between Creational, Structural and Behavioral design patterns
- Best practices for building applications and applying design patterns
- Why Separation of Concerns leads to more testable applications
- How Visual Studio can be used to unit test applications
- How to use MVC and MVVM application patterns