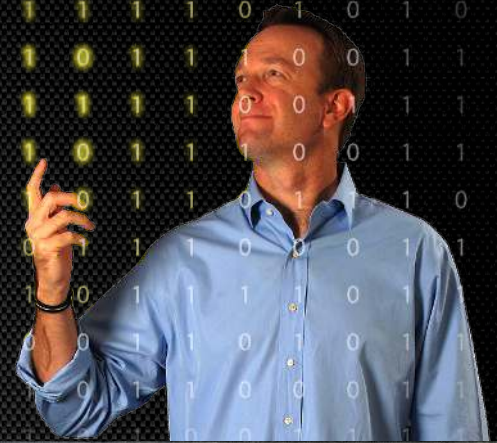


CS410: C# Design & Application Patterns

C# Design and Application Patterns is a 3-day course that 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.



AUDIENCE

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.

PREREQUISITES

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

- » CS310: Advanced C# Programming

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

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CS410 Student
Phoenix, AZ

\$2695.00

- 3-day course
- Promotional and package discounts may apply

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(course outline
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COURSE OUTLINE

CS410: C# Design and Application Patterns

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