
Design Patterns in Java

Duración: 3 Días **Código del Curso: DESPAT**

Temario:

English - Please note this course is only available in English.

Español - Por favor, tenga en cuenta que esta formación solo está disponible en inglés.

Design Patterns in Java Course Overview

This course aims to teach what design patterns are and how they can help to design well-structured, reusable object-oriented software.

Dirigido a:

Who will the Course Benefit?

This Design Patterns in Java course is aimed at developers, designers, architects, and anyone else involved in the design and production of well-structured, reusable software written in Java or any other object-oriented language.

Objetivos:

- Course Objectives
 - This course aims to provide the delegate with an understanding of what a design pattern is, how they're classified, and why they're important. It also seeks to provide the delegate with the skills necessary to apply commonly used patterns as and when it is appropriate to do so.
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Prerequisitos:

- Delegates attending this course should be familiar with object-oriented principles and will be able to write simple applications in Java or an equivalent object-oriented language. This knowledge can be obtained by attendance on the pre-requisite Java Programming 1 / Java Developer or equivalent level course.
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Siguientes cursos recomendados:

Further Learning

- Developing Applications with Java EE
 - Core Spring
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Contenido:

Design Patterns in Java Training Course Course Contents - DAY 1

Course Introduction

- Administration and Course Materials
- Course Structure and Agenda
- Delegate and Trainer Introductions

Session 1: INTRODUCTION

- What is a Design Pattern?
- Why use Design Patterns?
- Categories of Design Pattern
- The Gang of Four Design Pattern Catalogue

Session 2: CREATIONAL PATTERNS

- Singleton
- Factory Method
- Abstract Factory
- Builder
- Prototype
- Object Pool Design Patterns in Java
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Session 3: STRUCTURAL PATTERNS

- Adapter
- Composite
- Proxy
- Flyweight
- Facade
- Bridge
- Decorator

Session 4: BEHAVIOURAL PATTERNS

- Template Method
- Strategy
- Observer
- Mediator Design Patterns in Java
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Session 4: BEHAVIOURAL PATTERNS (CONT.)

- State
- Command
- Chain of Responsibility
- Iterator
- Interpreter
- Memento
- Visitor
- Null Object

Session 5: ANTI-PATTERNS

- God Class
- Dead Code
- Functional Decomposition
- Poltergeists
- Boat Anchor
- Old Yeller
- Dead End
- Spaghetti Code
- Clipboard Coding
- And more!

Más información:

Para más información o para reservar tu plaza llámanos al (34) 91 425 06 60

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