

Design Patterns : Advanced

DURATION
1 DAY

REGULAR FEE
510 \$

PREFERENTIAL
FEE
460 \$

Objectives

Upon completion of the course, participants will have the skills and knowledge required to: explain patterns and pattern languages, describe the structure of a pattern, identify the characteristics of a good pattern, describe the development process of a pattern, describe the relationship between different categories of patterns, define design patterns, select appropriate design patterns and apply design patterns to develop sound object-oriented architectures and efficient design models.

Targeted audience

Software developers and software architects.

Prerequisite

Good understanding of the software development cycle, of object-oriented concepts and of UML notation.

Content

- Patterns and pattern languages
- Structure of a pattern
- Characteristics of a good pattern
- Development process of a pattern
- Categories of patterns
- Selection and application of patterns
- Design patterns
- Creation patterns
- Structural patterns
- Behavioural patterns

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