



Design Patterns in Java

Prerequisites

This seminar was developed for software developers with extensive experience in OOP using the Java programming language.

Duration

This seminar includes 24 academic hours.

Premium Training

This seminar can be delivered either in Hebrew or in English. It can be delivered either online, or in a Hybrid way that allows the participants to choose whether to attend the meeting room where the training takes place or to join online.

The Lecturer

This seminar is delivered by Haim Michael, an experienced well-known software development trainer with more than 25 years of experience in software development training, and more than 25 years of experience in Java programming.

The Topics

This seminar covers the classic design patterns in accordance with their introduction in the “Design Patterns: Elements of Reusable Object-Oriented Software” well known book. This seminar includes the following topics:

Introduction

What is Design Pattern?

What is Antipattern?

UML Class Diagram

Structural Design Patterns

Adapter

Façade

Proxy

Decorator

Composite *

Flyweight *

Behavioral Design Patterns

Observer

Command

Strategy

State

Template Method

Iterator

Visitor *

Chain of Responsibilities *

Creational Design Patterns

Factory Method

Abstract Factory

Singleton

Builder *

Prototype

* if time allows