



Kotlin Design Patterns

Prerequisites

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

Duration

This seminar includes 8 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.

The Topics

This seminar starts with a short introduction to the Design Patterns topic, and continues with overviewing the following classic design patterns and their implementation in Kotlin: Adapter, Decorator, Façade, Proxy, Iterator, Observer, State, Strategy, and Template Method.