Java Design Patterns Training

Duration: **4 Day**

BILGINC IT Academy
info@bilginc.com
bilginc.com

Overview

The Java language and popular Java-based frameworks incorporate more proven development practices into their programming interfaces with each major release. These practices, referred to as design patterns, document well-known names, code implementation and re-factoring techniques, and the risks and trade-offs associated with using them. In design patterns, the responsibility of each component is identified by role.

The conventions of design pattern documentation make it easier for development teams to communicate their programming intentions and provide a reference point for the entire Java development community.

The Java Patterns course reviews common and emerging patterns specific to Java SDK and EE development. Students learn the depth and evolution of pattern-based techniques in Java with particular emphasis on Java EE 6 conventions.

Prerequisites

There are no prerequisites for this course.

Who Should Attend

Developers who need to identify, design, and lead the implementation of projects

What You Will Learn

- Identify key design principles of object-oriented development
- Apply Java-specific implementation techniques to well-known patterns
- Use patterns to complete a Java application design
- Use patterns to complete a web-tier application design
- Use patterns to complete a business-tier application design
- Use patterns to improve communication between Java EE tiers
- Identify and refactor anti-patterns in working code
- Using part of a sample architecture scheme, select design patterns for implementing the scheme

Outline

Reviewing Object-Oriented Principles in Java

- Describe how OO concepts apply to Java

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- Describe how OO principles apply to Java
- List the goals of an OO language
- Interpret Unified Modeling Language (UML) notation and create UML diagrams
- Identify selected design patterns

Reviewing Gang of Four Patterns

- List key behavioral, creational and structural patterns
- Apply the Facade pattern
- Apply the Strategy pattern
- Apply the Observer pattern
- Apply the Composite pattern
- Review the Model-View-Controller (MVC) patterns

Implementing Patterns in Java

- Use implementation patterns designed for Java
- List forces affecting class, state, and behavioral patterns
- Describe how patterns, idioms and refactoring differ from each other

Exploring Changes in Java EE Technology

- Describe the design goals of the Java EE model
- Describe improvements in the Java EE 6 model

Implementing Integration Patterns

- Describe design patterns for the integration tier
- Review Java EE integration changes that apply design patterns
- Identify use cases for applying integration tier patterns

Implementing Patterns in Business Components

- Describe the role of an enterprise bean
- Describe design patterns for the business tier

Implementing Infrastructural Patterns in Java EE

- Describe the role of infrastructural Java EE patterns
- Describe the Service Starter pattern
- Describe the Singleton pattern
- Describe the Bean Locator pattern
- Describe the Resource Binder pattern

Implementing More Infrastructure Patterns

- Describe how Java EE interceptors work
- Describe the Dependency Injection Extender pattern
- Describe the Payload Extractor pattern
- Describe the Context Holder pattern
- Describe the Thread Tracker pattern

Exploring Anti-Patterns

- Describe the Law of Leaky Abstractions

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- Define AntiPatterns
- Describe Integration Tier AntiPatterns
- Describe Business Tier AntiPatterns
- Describe Presentation Tier AntiPatterns

Selecting Patterns for Architecture

- Define the roles of architect, designer, and developer
- Describe the relationship between design patterns and architecture
- List guidelines for applying patterns to an architectural solution