Enterprise Design Patterns & Architectures Training

Duration: **5 Day**

BILGINÇ
IT Academy
info@bilginc.com
bilginc.com

Applications that span more than one machine require a deliberate and radically different design approach. In this course, you will learn about the key concepts in distributed systems. You will also learn how to build systems that are scalable, reliable, and secure. Discussions range from object-oriented programming (OOP) to enterprise patterns, networking to Web Services, caching to distributed databases, and client/database applications to very large-scale web sites.

You'll get answers to these questions:

- How do I build scalable and reliable systems?
- How can I use patterns to design extensible, reusable services?
- What's the best way to communicate between distributed layers?

Prerequisites

There are no prerequisites for this course.

Who Should Attend

- Individuals who want to design and build large-scale systems

What You Will Learn

- Layers and tiers
- Use patterns in your code and across the enterprise
- Write secure code
- Use concurrency to build highly available systems
- Make distributed calls using Windows Communication Framework and queues
- Utilize asynchronous communication with message queues
- Horizontally scale every tier of your system
- Deploy software across distributed systems

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Training Outline

- Architecture
- Design Patterns I and II
- Serialization
- WCF
- Service-Oriented Architecture
- Web Services
- Concurrency
- Messaging
- Transactions
- Security
- Hosting and Deployment
- Performance and Reliability
- Scalability