

Design Patterns

The importance of patterns in crafting complex systems has been long recognized in software arena. Inline with growing demand for Enterprise System Architects and Designers (Java / Dot-Net), we are pleased to announce a new weekend batch for Software Design Patterns.

Part I: Software Design Patterns

- 1 Introduction to Design Patterns**
- 2 Creational Patterns**
- 3 Structural Patterns**
- 4 Behavioral Patterns**

Part II: Enterprise Design Patterns

- 1 Presentation Tier Patterns**
- 2 Business Tier Patterns**
- 3 Integration Tier Patterns**

Applying Design Patterns (Case-Studies)

For details please write us at info@conceptssys.com OR training@conceptssys.com

Pre-requisite:

Sound knowledge of object Oriented Programming Fundamentals (OOP)
Hands-on with any high end programming language (e.g. Java OR C#)

References:

Design patterns – Elements of Reusable Object-Oriented Software
Erich Gamma, Helm, Johnson, Vlissides