



Introduction to Design Patterns

Course Syllabus

Course Description:

The Introduction to Design Patterns course identifies the idea of design patterns and provides a full description for several well-known design patterns.

Prerequisite Course(s):

- Java Programming
- Advanced Java Programming

Learning Objectives:

- To define Design Patterns.
- To study the different types of Design Patterns.
- To utilize patterns in programming projects.
- To make code more readable to other programmers.

Course Outline:

- Welcome to Design Pattern.
- Observer Pattern.
- Decorator Pattern.
- Factory Patterns.
- Singleton Pattern.
- Command Pattern.
- Adapter Pattern.
- Template Method Pattern.