Java Design Patterns Ed 1

CODICE	DURATA	PREZZO	LINGUA	MODALITÀ
D72140GC10	4 Giorni	2.300,00€ (iva escl.)	italiano	Virtual Classroom Corso in aula

SCHEDULAZIONE

- A Richiesta

PREREQUISITI

?Prerequisiti obbligatori:

- Experience with Java SE and Java EE development
- Java Programming Language, Java SE 6

Recommended Related Training Courses:

Object-Oriented Analysis and Design Using UML

This Object Oriented Analysis and Design training covers software development processes, object-oriented technologies and the Unified Modeling Language. Learn other proven OOAD practices like class-responsibility collaboration, analysis and more.

Architect Enterprise Applications with Java EE

This Architect Enterprise Applications with Java EE training teaches you to develop architectures for enterprise Java applications using the Java Platform, Enterprise Edition (Java EE) technology. Understand Java EE and relevant technologies.

Java SE7 Fundamentals

This Java SE7 Fundamentals training enables those with little or no programming experience to learn object-oriented programming using the Java language. It provides a solid foundation to build upon throughout your development career.

Java Performance Tuning and Optimization

This Java Performance Tuning & Optimization training focuses on performance tuning concepts applicable to the Java programming language. You'll learn a conceptual background, along with tips & tools to effectively apply your learning to daily work.

Java SE 7: Develop Rich Client Applications

This Java SE 7: Develop Rich Client Applications training teaches you how to design a rich client application in a case study approach: analyze, design & develop key components of the application. You'll design the application using the Model-View-Controller pattern & more.

Java SE 7 Programming

This Java Programming training covers the core Application Programming Interfaces (API) you'll use to design object-oriented applications with Java. It covers writing database programs with JDBC, & how to correctly write multi-threaded applications.

OBIETTIVI

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

Learn To:

- Dinstinguish between Java EE 5 and Java EE 6 pattern-based features.
- Implement relevant patterns in each tier of the Java EE environment.
- Re-factor code to improve inter-tier communications.
- Relate pattern-based development to an implementation architecture.
- Apply object-oriented pronciples and design guidelines.
- Implement well-known patterns to Java-specific code problems.

Lab Exercises

The lab exercises show you how to identify, apply and re-factor selected patterns into code, using a NetBeans or Eclipse IDE and the GlassFish Application Server v3. You'll also learn a subset of UML notation to expedite communicating through design instead of code.

Java Design Patterns

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.

Java-Based Frameworks

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.

Objectives:

- 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

DESTINATARI

- Sviluppatori di applicazioni
- Sviluppatore Java

CONTENUTI

Reviewing Object-Oriented Principles in Java

Describe how OO concepts apply to Java
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
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

Prezzi e corsi potrebbero subire variazioni; si consiglia di verificare sul sito www.novanext.it/training.