

Design Patterns in Java

Category: Developer

Duration: 16.00 hours (2 days)

13.0 CPD Hours

Rating: ★ 4.6 (5,878 reviews)

Course Information

Delivery Format: Instructor Led - Online

Course Overview

Design Patterns in Java Course Overview

This course aims to teach what design patterns are and how they can help to design well-structured, reusable object-oriented software.

It is acknowledged that designing reusable object-oriented software is hard. It involves finding pertinent objects, factoring them into classes at the right granularity, and then defining class interfaces and inheritance hierarchies and establishing appropriate relationships among them. This seems almost impossible and yet experienced object-oriented developers somehow manage to produce good designs. New developers, however, are often overwhelmed by the options available and may be tempted to fall back on non-object-oriented techniques.

This course is about transferring knowledge of design patterns which are the result of years of experience. This experience is captured in solutions consisting of recurring patterns of classes and communicating objects that solve specific problems in a way that is flexible, elegant and ultimately reusable. By learning these design patterns, developers will be able to apply them immediately without having to rediscover or reinvent them.

This course focuses on the design patterns listed in the original 'Gang of Four' book and delegates will learn to use them in real-life scenarios with hands-on practical exercises.

Note that we do not cover every pattern listed in detail, rather we select a subset in each category for detailed examination and have the delegates implement said patterns in Java code.

Exercises and examples are used throughout the course to give practical hands-on experience with the techniques covered.

About This Course

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Prerequisites & Entry Requirements

General Prerequisites:

Requirements

Delegates attending this course should be familiar with object-oriented principles and will be able to write simple applications in Java or an equivalent object-oriented language. This knowledge can be obtained by attendance on the pre-requisite Java Programming 1 / Java Developer or equivalent level course.

Learning Outcomes

Upon successful completion of this course, participants will be able to:

Course Objectives

This course aims to provide the delegate with an understanding of what a design pattern is, how they're classified, and why they're important. It also seeks to provide the delegate with the skills necessary to apply commonly used patterns as and when it is appropriate to do so.

Additional Course Details

Nexus Humans, Design Patterns in Java training program is a workshop that presents an invigorating mix of sessions, lessons, and masterclasses meticulously crafted to propel your learning expedition forward.

This immersive bootcamp-style experience boasts interactive lectures, hands-on labs, and collaborative hackathons, all strategically designed to fortify fundamental concepts.

Guided by seasoned coaches, each session offers priceless insights and practical skills crucial for honing your expertise. Whether you're stepping into the realm of professional skills or a seasoned professional, this comprehensive course ensures you're equipped with the knowledge and prowess necessary for success.

While we feel this is the best course for the ITS Data Analytics course and one of our Top 10 we encourage you to read the course outline to make sure it is the right content for you.

Additionally, private sessions, closed classes or dedicated events are available both live online and at our training centres in Dublin and London, as well as at your offices anywhere in the UK, Ireland or across EMEA.

Frequently Asked Questions

Q: What delivery options are available for Design Patterns in Java?

We offer multiple delivery formats:

- Live Instructor-Led Classroom Online (Virtual/Live Online)
 - Traditional Instructor-Led Classroom Training (ILT)
 - On-site delivery at your offices anywhere in United Kingdom
 - Private dedicated courses customized for your team
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Q: How many CPD hours does this course provide?

The 2-day Design Patterns in Java course provides up to 13.0 CPD hours of structured learning. CPD certificates can be provided upon request.

Q: What is the duration of the Design Patterns in Java training?

The training takes place over 2 day(s), with each day lasting approximately 16.00 hours including breaks for lunch and refreshments.

Q: Do you provide corporate training for Design Patterns in Java?

Yes, we provide corporate training, dedicated training, and closed classes for Design Patterns in Java. Training can take place anywhere in United Kingdom including London, Manchester, Birmingham, Edinburgh, or live online allowing teams from across United Kingdom or internationally to attend.

Q: Why choose Nexus Human for Design Patterns in Java?

Nexus Human is recognized as one of the leading training providers. Our trainers have won multiple awards including:


- Small Firms Best Trainer Award
 - National Training Partner of the Year (Ireland) - Multiple Years
 - Global Top 30 Instructor Awards (2012, 2019, 2021)
 - Tech Excellence Award Nominations
 - Learning Performance Institute (LPI) External Training Provider Sponsor 2024
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Q: Are there any discount codes available?


Yes! Use discount code **PENPALS** when booking your Design Patterns in Java training. Please note that only one discount code can be used per booking and cannot be combined with other special offers.

Nexus Human

Professional Training & Development

 Email: info@nexushuman.com

 Website: www.nexushuman.com

 Phone: +353 1 XXX XXXX (Ireland) | +44 20 XXXX XXXX (UK)

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