Design & Patterns in .NET

Course code: GOC274

Course deals with applying "Design patterns". You will learn to use patterns by analyze, architecture, design, programming, so-called idioms and re-factorization patterns, performance tuning patterns and testing patterns. During the course will be shown range of techniques, methods, procedures and practices called "Best Practices" useful in particular phases and disciplines of software development. The goal of this course is to facilitate understanding principles of patterns using by means of practical examples. During whole course it works on case study individually and in teams by lector leading.

Who is the course for

The course is intended primarily for developers who want to extend self knowledge portfolio in scope of qualified software development. Project manager, analytic, architect, designer, developer, tester - all software professions have to use or well understand patterns and so-called "best practices".

What we teach you

- Correctly understand patterns by software development.
- Applying patterns in object analyze, architecture, design.
- Patterns using by object programming, testing and optimizing.

Required skills

Experiances with programming in c# or VB .Net and basics of Object Oriented Programming

Course Outline

Patterns

- What is a Pattern?
- What Makes a Pattern?
- Pattern Categories
- Relationships between Patterns
- Pattern Description
- Patterns and Software Architecture

Architectural Patterns

- Pipes and Filters
- Blackboard
- Distributed Systems
- Broker

GOPAS Praha
Na Strži 2097/63
140 00 Praha 4 - Krč
Tel.: +420 226 201 390
info@gopas.cz

GOPAS Brno
Nové sady 996/25
602 00 Brno
Tel.: +420 530 513 590
info@gopas.cz

GOPAS Bratislava
Dr. Vladimíra Clementisa 10
Bratislava, 821 02
Tel.: +421 902 903 132
info@gopas.sk

Copyright © 2026 GOPAS, a.s.,
All rights reserved