

C #.NET OBJECT ORIENTED DESIGN PATTERNS



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C# .NET OBJECT ORIENTED DESIGN PATTERNS

1	DESIGN CONCEPT
2	APPLYING PATTERNS TO .NET ENVIRONMENT
3	ARCHITECTURAL PRINCIPLES
4	APPLYING DESIGN PATTERNS
5	EXTERNAL INTERFACES
6	PROCESS AND NETWORK CONNECTIONS
7	DESIGNING INTERNAL INTERFACES
8	DESIGNING VIEWS
9	CHOOSING CONTROLLERS
10	CHAIN OF RESPONSIBILITY PATTERN
11	SAVING AND RESTORING STATE
12	CONNECTING TO DATABASES
13	CONTROL STRATEGIES
14	MANAGING BEHAVIOR
15	REVERSE- AND RE-ENGINEERING OO SYSTEMS
	APPENDIX A: REFERENCE CARD
	APPENDIX B: BIBLIOGRAPHY
	APPENDIX C: WORKSHOP (To be distributed by instructor)

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