

OJ-JDP: Java Design Patterns

Course Code: OJ-JDP

Duration: 4 days

Instructor-led Training (ILT) | Virtual Instructor-led Training (VILT)

OVERVIEW

This Java Design Patterns training reviews common patterns specific to Java SDK & EE development. Lab exercises teach you to identify, apply and re-factor these patterns into code, using a NetBeans or Eclipse IDE and the GlassFish Application Server v3.

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:

- Distinguish 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 principles 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.

SKILLS COVERED

- 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

WHO SHOULD ATTEND?

- Developer
- System Integrator

PREREQUISITES**Required Prerequisite**

- Developing Applications for the Java EE 6 Platform Ed 2
- Experience with Java SE and Java EE development

MODULES

Module 1: Reviewing Object-Oriented Principles in Java

Module 2: Reviewing Gang of Four Patterns

Module 3: Implementing Patterns in Java

Module 4: Exploring Changes in Java EE Technology

Module 5: Implementing Integration Patterns

Module 6: Implementing Patterns in Business Components

Module 7: Implementing Infrastructural Patterns in Java EE

Module 8: Implementing More Infrastructure Patterns

Module 9: Exploring AntiPatterns

Module 10: Selecting Patterns for Architecture

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