Course Title: Design Patterns in Java I

Course Description:
Design Patterns map common programming problems into object-oriented solutions. This course will introduce Java programmers to these tools in the Java Programming Language. Design Patterns are essential to developing and understanding modern object-oriented applications. Learn how to use and program these patterns in a hands-on course.

Course Prerequisite(s):
Java Programming II

Course Objectives:
Learn how to use and program patterns in a hands-on course.

Textbook(s):
Head First Design Patterns
Freeman; O'Reilly
ISBN: 0-596-00712-4

Lesson Plan – by week or session
Session 1: Ch 1 Welcome to Design Patterns:
Ch 2 Keeping your Objects in the know
Ch 3 Decorating Objects
Session 2: Ch 4 Baking with OO goodness
Ch 5 One of Kind Objects
Session 3: Ch 6 Encapsulating Invocation
Ch 7 Being Adaptive
Session 4: Ch 8 Encapsulating Algorithms
Ch 9 Well-managed Collections
Session 5: Ch 10 The State of Things
Ch 11 Controlling Object Access
Session 6: Ch 12 Patterns of Patterns
Ch 13 Patterns in the Real World