

Java Enterprise Design Patterns

Length: 28 hours

Required facilities: VGA projector, white board, workstation (optional)

Who can participate: programmers and software architects who look to enter or enlarge their knowledge in this area

Prerequisites: knowledge of Java (standard edition), Java Enterprise technologies, basics of object oriented design, basics of UML, general design patterns, already familiar with ANT, Eclipse and an application server (for example JBoss) if the practical part is included

Course objectives: understand the specific problems of Java Enterprise, how they might be addressed, how these patterns can help us, implementation particularities and specifics

Related courses: Fundamentals of Java, Object oriented programming, Fundamentals of UML, Design Patterns, Fundamentals of Java Enterprise

Attendees' evaluation: optional, during the training and/or a final test

Bibliography: Core J2EE Patterns: Best Practices and Design Strategies
Deepak Alur, John Crupi and Dan Malks, 2nd Edition

Description: there are emphasized typical problems which occur in Java Enterprise systems, options to solve them, solutions proposed by these JEE design patterns, implementation particularities.

There are discussed good and bad practices, refactory issues in Java Enterprise applications related to JEE design patterns.

The hands on part is a good opportunity to familiarize the attendees with JEE design patterns.

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