training code: JSWP / ENG DL 3d / EN

# Design patterns in JavaScript

## Training recipients

The training is intended for people who want to enrich their toolkit with the ability to use designpatterns.

## Benefits

Participants learn good production practices and architectural structures proper to the JavaScriptlanguage in the ES.Next standard, which are the foundation of scalable web applications.

## Training program

1. JavaScript characteristics in the ES.Next standard
2. Modern working environment (ESM, bundler, static analysis)
3. Modular application structure patterns (ESM), CommonJS as legacy
4. Elements of functional programming
5. Engineering design patterns
   - creational: Singleton, Factory, Builder, Prototype
   - structural: Facade, Proxy, Adapter, Bridge, Decorator, Composite
   - behavioural: Command, Observer, Iterator, State, Strategy
6. Patterns related to the view layer implementation (MVC, MVVM)
7. Patterns for building web applications
   - rendering architectures: SPA, SSR, SSG
   - state management

## Expected preparation of the participant

Knowledge of JavaScript.

## Training Includes

- Training method: Workshops.
- Mode: Distance Learning (DL)
- Level: Intermediate
- Duration: 3 days (21 hours)
- Language: English

## Duration

3 days / 21 hours

## Language

- Training: English