Object-Oriented Design Fundamentals

Duration: 16 hours
CEUs: 1.6
Prerequisites: None.

Description

If you are making the move from procedural programming to object-oriented programming, are getting started with object-oriented programming or will be managing an object-oriented design project you will find that object-oriented design is a different way of thinking about solving problems than you are accustomed to. This course will introduce you to the terminology of object-oriented programming and how to design classes, objects and interfaces for reuse. You will build objects through inheritance, composition, aggregation and association. You will identify the differences between interfaces and implementation.

Objectives

- Students will identify terms related to object-oriented programming.
- Students will design a class and objects.
- Students will design reusable classes using inheritance, interfaces and abstract classes.
- Students will create object models using UML.
- Students will model objects using UML
- Students will create a final project using what they have learned in the class.