CSC323 2010S *Software Design*

Class 05: Object-Oriented Design and Analysis

Held: Tuesday, February 9, 2010

Summary: We explore some of the key issues in object-oriented analysis in design, grounding our discussion in chapter one of *Head First Object-Oriented Analysis and Design*.

Related Pages:

- EBoard.

Notes:

- No Beautiful Code for Thursday. Just read chapters 2 and 3 of *Head First OOA&D*.
- You can assume that if I don't respond to your emailed questions, you got a check on them.
- Apologies: Snow delays and related matters are putting me a bit behind.
- EC for today's Health Fair.
- EC for Thursday's convo.
- EC for Thursday's Thursday extra.
- EC for Friday's CS Table.

Overview:

- Beautiful Code, Chapter 4: Finding Things.
- What is Object-Oriented Analsysis and Design?
- Some Discussion Questions.

Beautiful Code, Chapter 4: Finding Things

- What is the key problem domain?
- Primary theses of this chapter?
- What role does binary search play in this chapter?
- What code is beautiful? Why is it beautiful?
- What code is ugly? Why is it ugly?
- And yes, I'll walk you through some of the Ruby.

Object-Oriented Analysis and Design

- What do you see as the key components of object-oriented programming, and why do we care about them?
  - Encapsulation
  - Inheritance
  - Polymorphism

- What are the key points of this chapter?
- What distinguishes OO analysis and design from other program analysis and design methodologies?
- Why this book?

Discussion Questions

- You asked a variety of good discussion questions. We'll go over some of them.

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