

Object-Oriented Design 1: Software Development

1. Establish the requirements

Acknowledge the problem, and list out everything that the software must accomplish. Be as detailed as possible.

2. Create a design

Using your list of requirements, begin thinking about how software could be used to solve the problem. For example, what classes need to be made or used. How these classes will interact with each other (inheritance).

3. Implement

Use your design and requirements to implement using software. Program the classes, write runner class code.

4. Testing

Rigorously test out your implementation. Try edge cases, try unexpected cases, be able to handle exceptions properly. Ensure that your software conforms to best standards.