

Introduction

Object Oriented System Design

Otago Polytechnic
Dunedin, New Zealand

OVERVIEW

Course information

OO Principles

Task One

LEARNING GOALS

- ▶ Develop more advanced programming skills
- ▶ Gain understanding of and experience with deeper OO architectural principles
- ▶ Learn how to produce professional quality OO code

COURSE CONTENT

- ▶ Key themes
 - ▶ Design patterns
 - ▶ Advanced programming topics
 - ▶ Unit testing
- ▶ Recommended books
 - ▶ *Design Patterns: Elements of Reusable Object-Oriented Software* Erich Gamma, Richard Helm Ralph Johnson, and John Vlissides
 - ▶ *Head First Design Patterns* Eric Freeman, Elisabeth Freeman
 - ▶ *Learning Python* 5th ed. Mark Lutz
- ▶ Required readings will be provided and are testable

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