how-hevel Design (thD)

3 Object Oriented Design & Analysis (OOAD)

Pre-requisite

Object Oriented Pengramowing (in Jova)

{ 5 Pillars of OOPS -> Encopsulate, Data Hiding,

| nihertrance, Polymorphism and Abstraction &

Syllabus

→ Class Diagrams
 → USE - case diagrams
 → Use - case diagrams
 → Object Diagrams

-> Activity Diagrams

Jequence Diagroms

OTHER UML Diagrams

-> Deployment Diagram

-> Component Diagram

-> State Chart Diagram



- * Important Design Principles

 DRY (Don't Repeat Yourself)
- ·KISS (Kegn It Simple Stupid)
- · ragni (You Ain't Gonna Need It)
- · CQS (Command Query Separation)
- · Manimum Cohesion & Minimum Coupling
- · Composition (thousa) Over Inheritance (98A)

Sould Design Principles

-> (S): Single Rusponsibility Principle -> 6 : Open- Clased Principle - (1): Liskov Lubs'itudion Principle : Interface Segregation Painciple Ly (D): Dependency Inversion Principle

- => Other Design Poinciples
- · Curly's Law
- · Boy Scouls Low
- · Murphy's haw
 - · Avvid Premature Optimization
 - · haw of permeter

3 Design Patterns (in Java)

- 1. Strategy
- 2. Observer
- 3. Decorator
- 4. Factory
- 5. Singleton
- 6. Command
- 7. Adopter
- 8. Facade

- 9. Template Method
- 10. Iterator
- 11. Composite
 - 12. State
 - 13. Brong
 - 14. Compound
 - 15. Bødge
 - 16. Builder

- 17. Chain of Responsibility
- 18. Flyweight
- 19. Interpreter
- 20. Mediator
- 21. Momento
- 22. Prototype
- 23. Visitor

