

OOSE-DT Toets Software Design - Onderwerpen

Diagrammen

Use

Case-

D

Diagram

Klassendiagram

(

Domein model

,

Design Class Diagram

)

Sequence

Diagram

Activity Diagram

Andere soorten om statische en dynamische aspecten weer te geven

Requirements

Fully

Dressed

Use

Cases

Non-

Functional

Requirements

(FURPS+

zoals Testbaarheid,

Uitbreidbaarheid

)

OO-Technieken

OO-

terminologie

(

klassen

,

objecten

/

instanties

,

associaties

, interfaces, visibility

modifiers

etc.)

Inheritance

Composition

Delegation

Polymorphism

OO-Principes

SOLID

Single

Responsibility

Open/Close

Liskov

Substitution

Interface

Segregation

Dependency

Inversion

GRASP

Creator

Controller

Loose/Low

Coupling

High

Cohesion

Encapsulation

Information

Hiding

Design Patterns

Adapter

Factory

Method

Pro

xy

Facade

Template Method

Strategy

Observer

Singleton