**OOSE-DT Toets Software Design - Onderwerpen**

Diagrammen

* Use Case-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
* Proxy
* Facade
* Template Method
* Strategy
* Observer
* Singleton