

OBJECT-ORIENTED MODELLING

Object-Oriented Programming

Author: Eng. Carlos Andrés Sierra, M.Sc.
cavirguezs@udistrital.edu.co

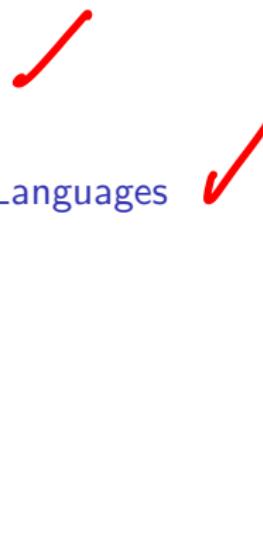
Full-time Adjunct Professor
Computer Engineering Program
School of Engineering
Universidad Distrital Francisco José de Caldas

2025-III



Outline

- 1 Creating Models in Design
- 2 Evolution of Programming Languages
- 3 Four Design Principles
- 4 SOLID Principles



Outline

1 Creating Models in Design

2 Evolution of Programming Languages

3 Four Design Principles

4 SOLID Principles



Design Before Code

- **Design** should come **before coding**.
- Jumping into **code without a plan** leads to **confusion** and rework.
- Good design clarifies the problem and guides the solution.



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Understanding the Requirements

- Requirements must be well understood before design.
 - Ask questions, clarify ambiguities, and document all requirements.
 - Requirements define the scope and direction of the design.
- list → need*



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business vocabulary



Design Based on the Problem

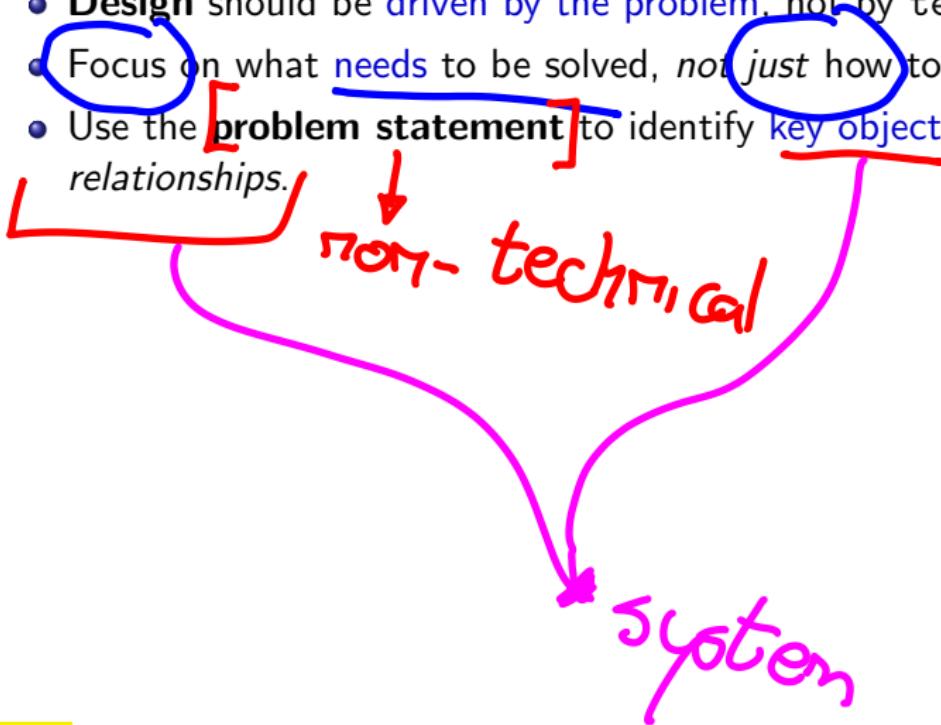


- **Design** should be driven by the problem, not by technology.
- Focus on what needs to be solved, *not just* how to implement it.
- Use the **problem statement** to identify key objects and their *relationships*.



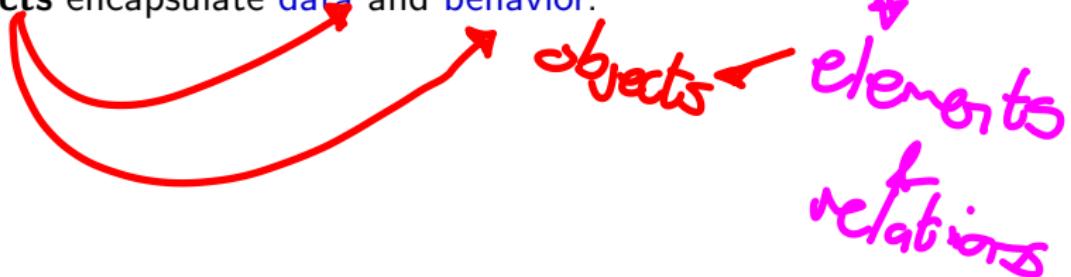
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Object-Oriented Approach

- The **object-oriented approach** models the **system** as a **collection** of interacting **objects**.
- Each **object** represents a **real-world entity or concept**.
- **Objects** encapsulate **data** and **behavior**.



Conceptual Design and Technical Design

- **Conceptual Design:** What the system should do, using high-level models.

- Technical Design: How the system will be implemented, using detailed diagrams and specifications.

• **Diagrams**

• **UML**

• **Unified modeling language**

• **draw.io**



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+ user

tech team

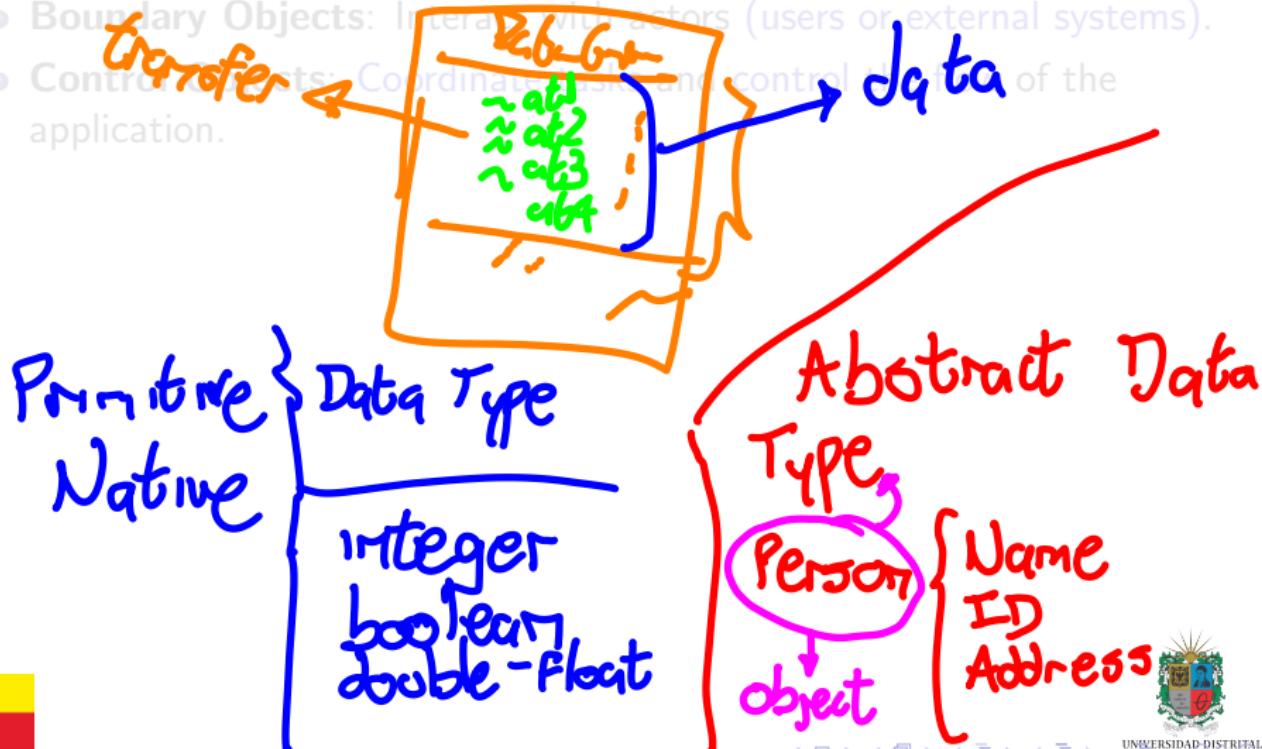
expectations



Categories of Objects

- **Entity Objects:** Represent **information** and **data**.

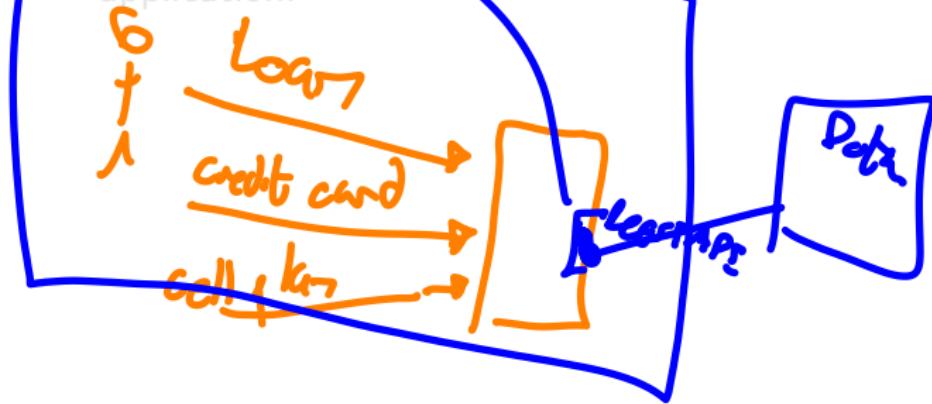
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- **Control Objects:** Coordinate logic and control flow of the application.



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most of the objects



Documentation in Software

- **Documentation** is essential for communication and maintenance.
- Includes requirements, design diagrams, user manuals and code comments.
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old



solve problems

Findar
información



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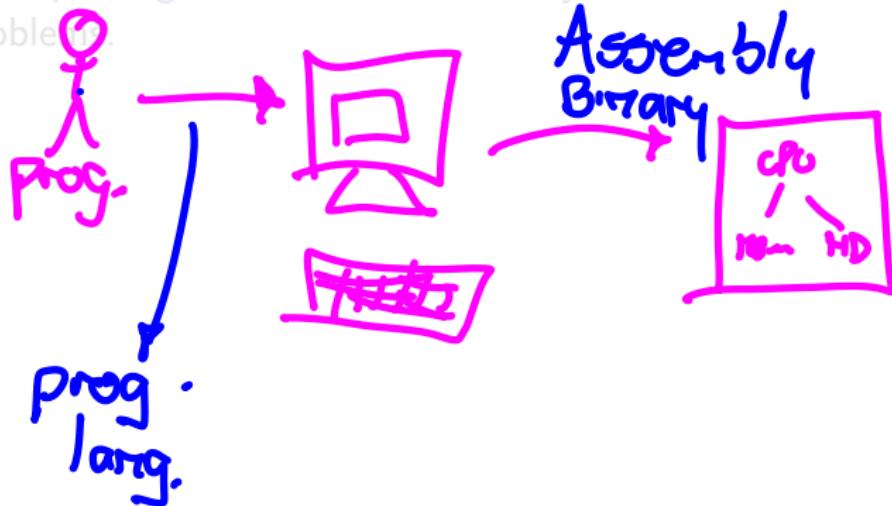
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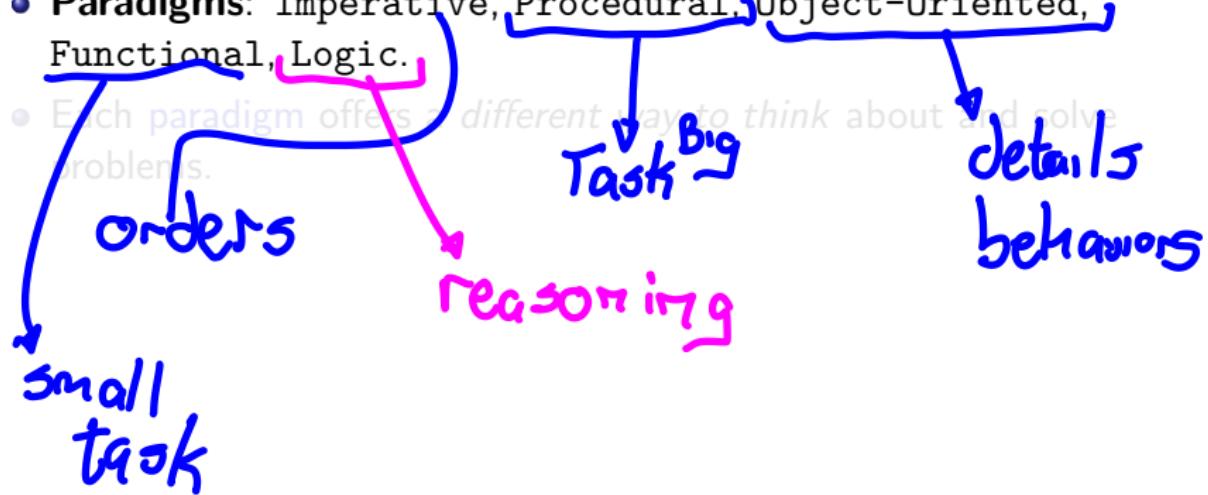
Talk with Machines: Programming Paradigms

- Programming languages are tools to communicate with machines.
- Paradigms: Imperative, Procedural, Object-Oriented, Functional, Logic
- Each paradigm offers a different way to think about and solve problems.



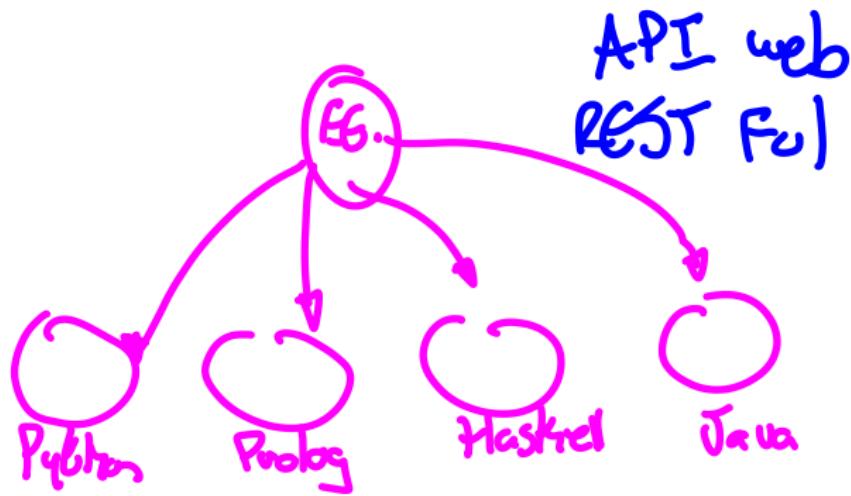
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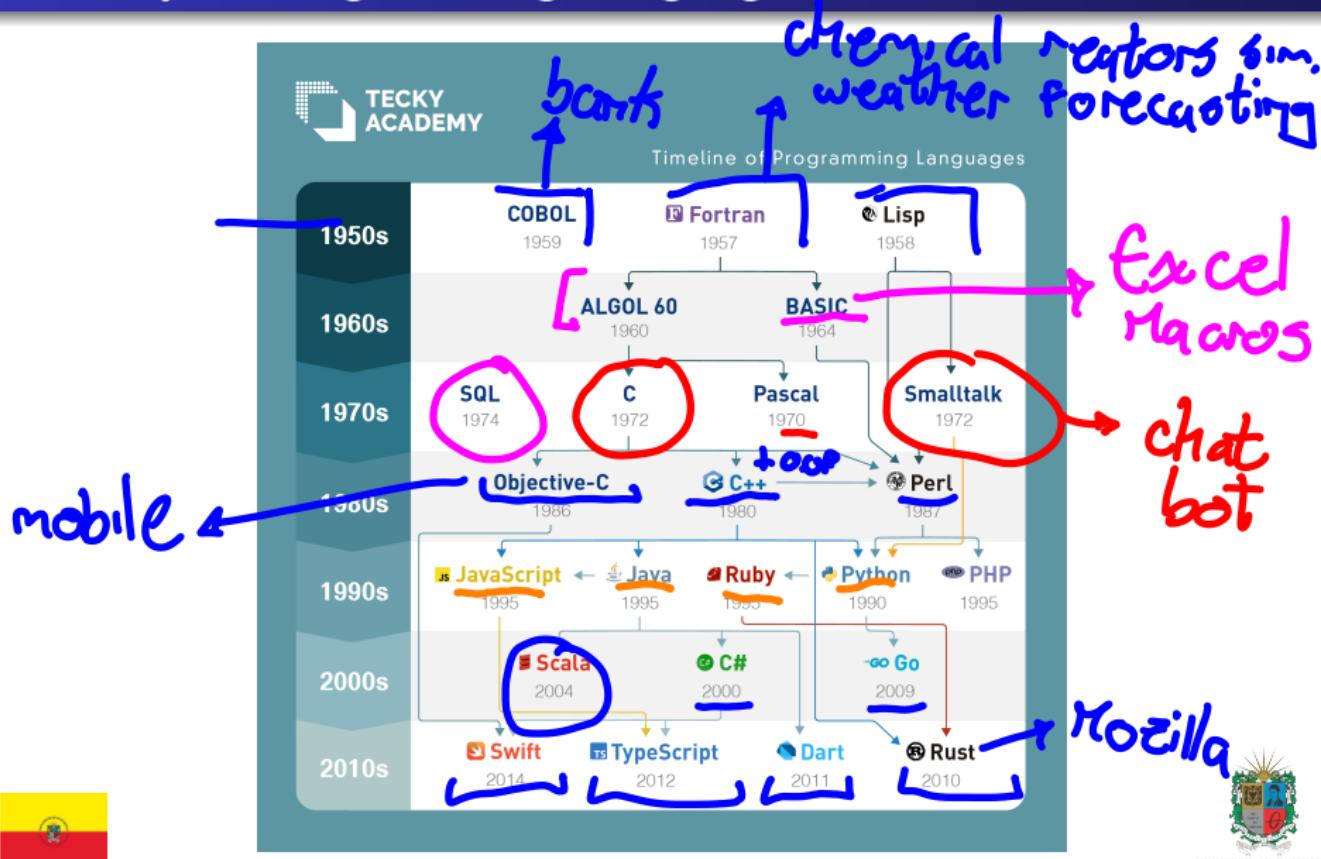


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History of Programming Languages



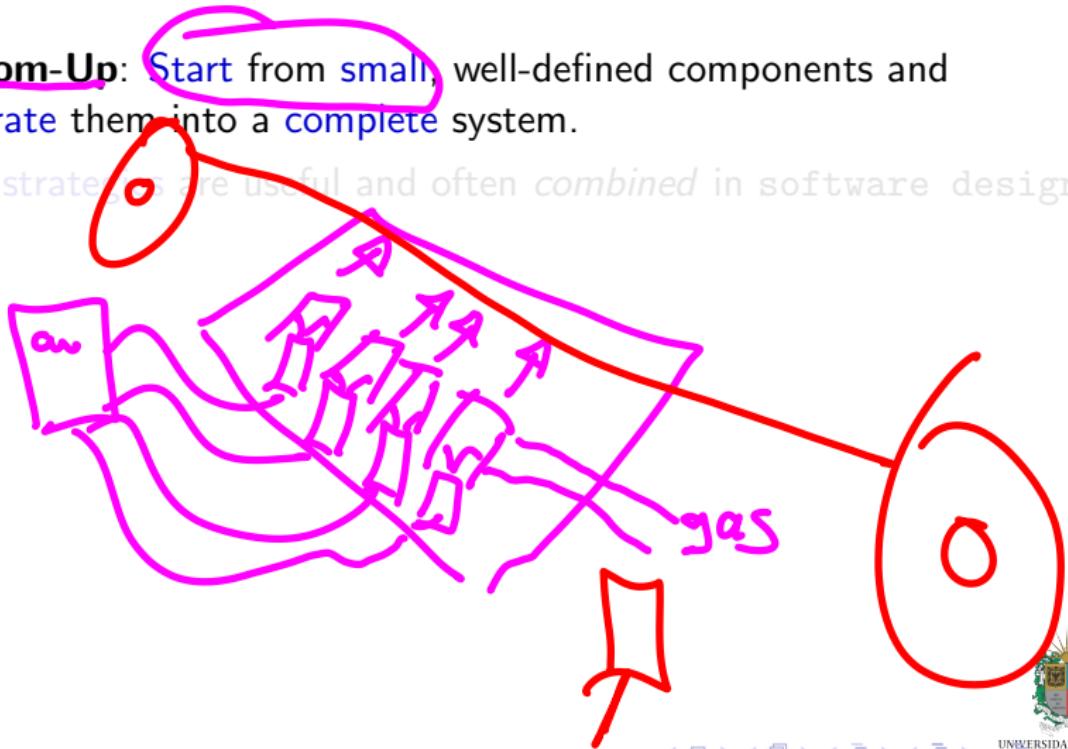
Strategies to Solve Problems

- **Top-Down:** Start from the **big picture** and **break** it down into smaller parts.
- **Bottom-Up:** Start from small, well-defined components and integrate them into a **complete system**.
- Both strategies are useful and often **combined** in software design.



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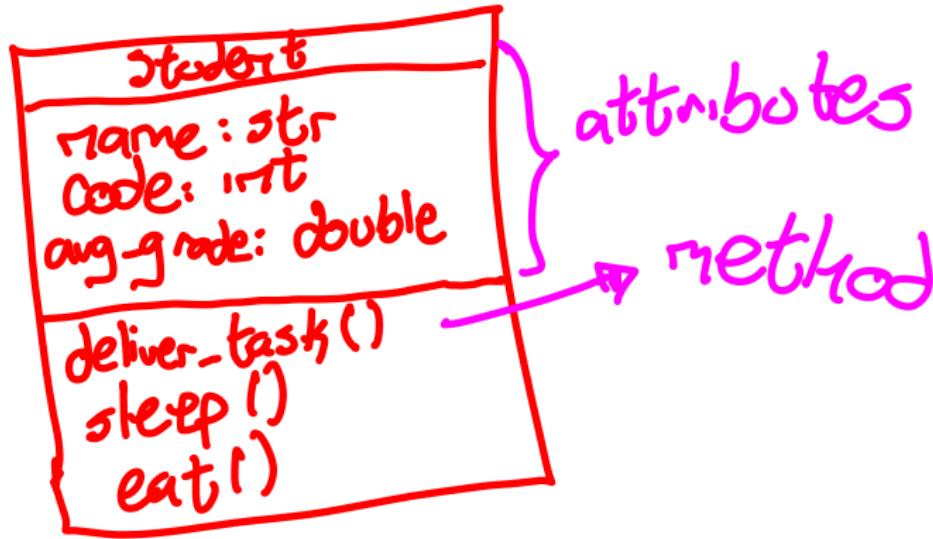
Object-Oriented Design and Contracts

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- **Contracts:** Define responsibilities and expectations between objects.
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UML Diagrams

- UML (*Unified Modeling Language*) is a standard way to visualize system design.
- Common diagrams: Class diagrams, Sequence diagrams, and Use case diagrams
- UML helps communication by having clearly defined standards

Diagram illustrating the components of UML:

- Class Diagram
- Deployment Diagram
- Activity Diagram
- Use Case Diagram

A large bracket on the right side groups "Deployment Diagram", "Activity Diagram", and "Use Case Diagram" under the heading "standard".



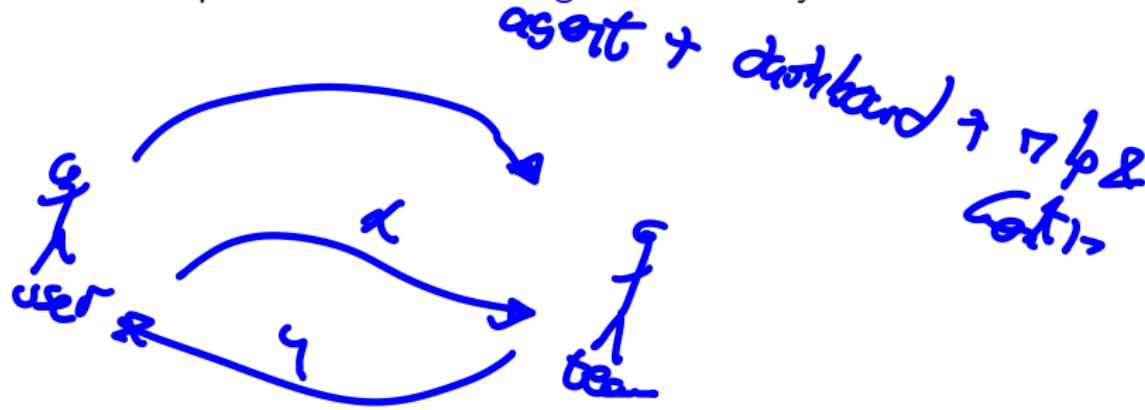
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- oop* *calls*
- Requirements*



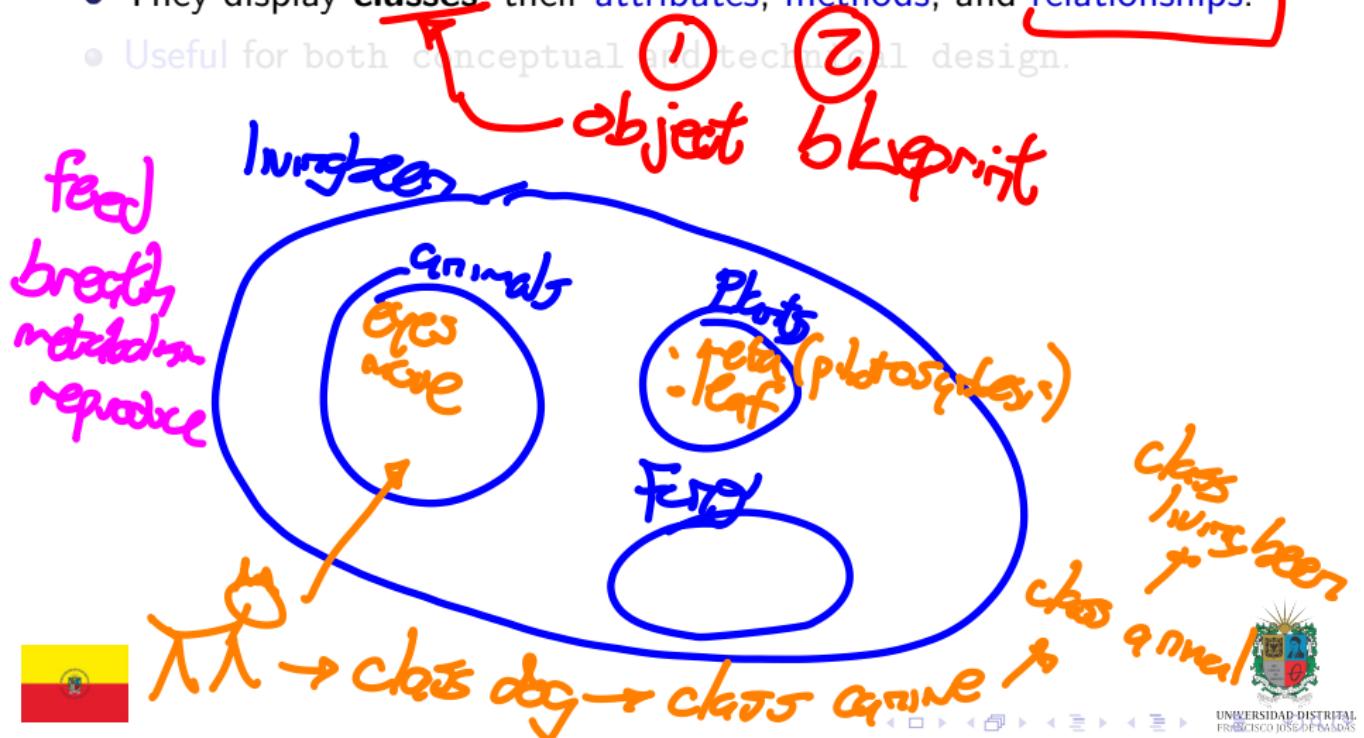
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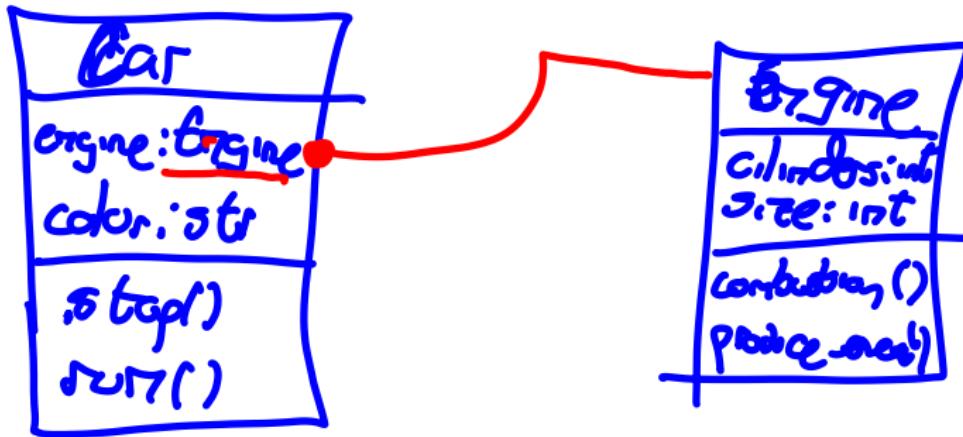
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Abstraction

- **Abstraction** means focusing on the **essential features** of an **object**.
- **Rule of Least Astonishment:** Design so **users** are not surprised by behavior.
- Consider context, basic attributes, and basic behaviors when *designing abstractions*.

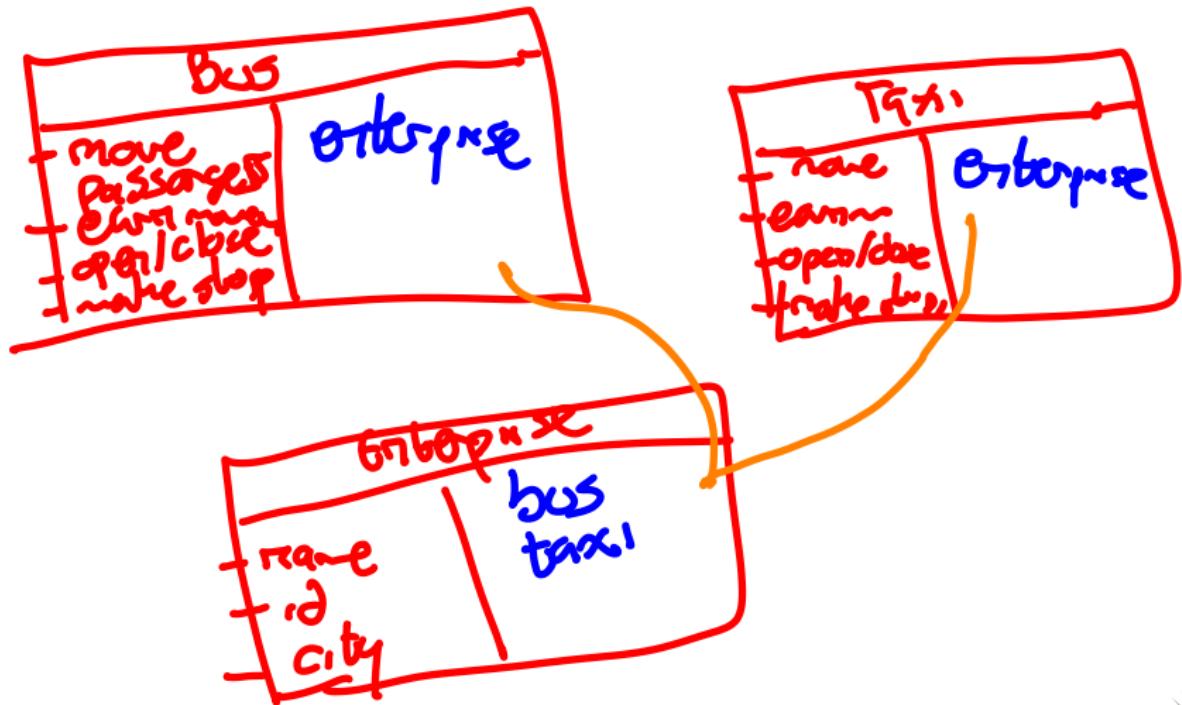


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Abstraction & CRC Cards



Encapsulation

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Expose only what is necessary (access levels: public, private, protected).

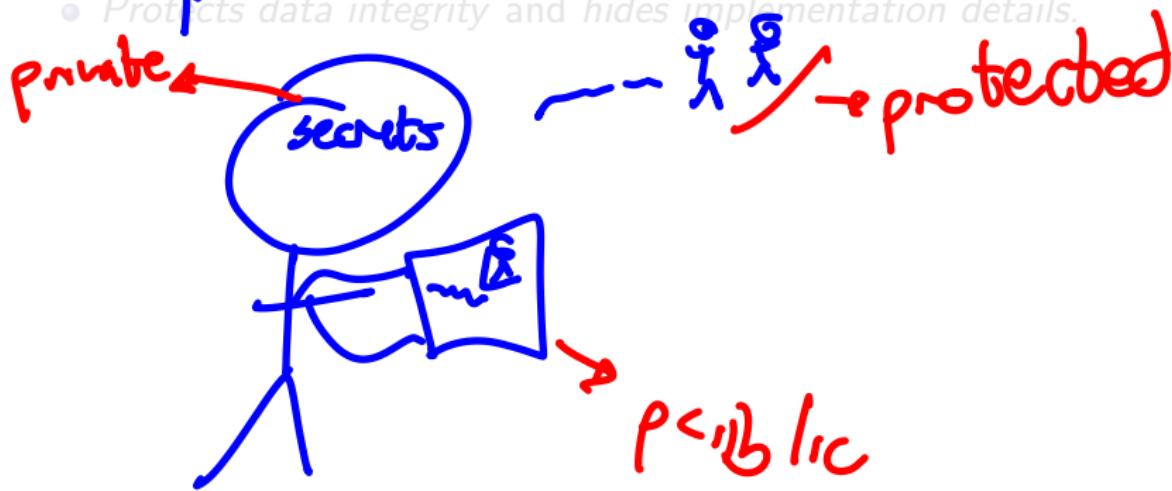
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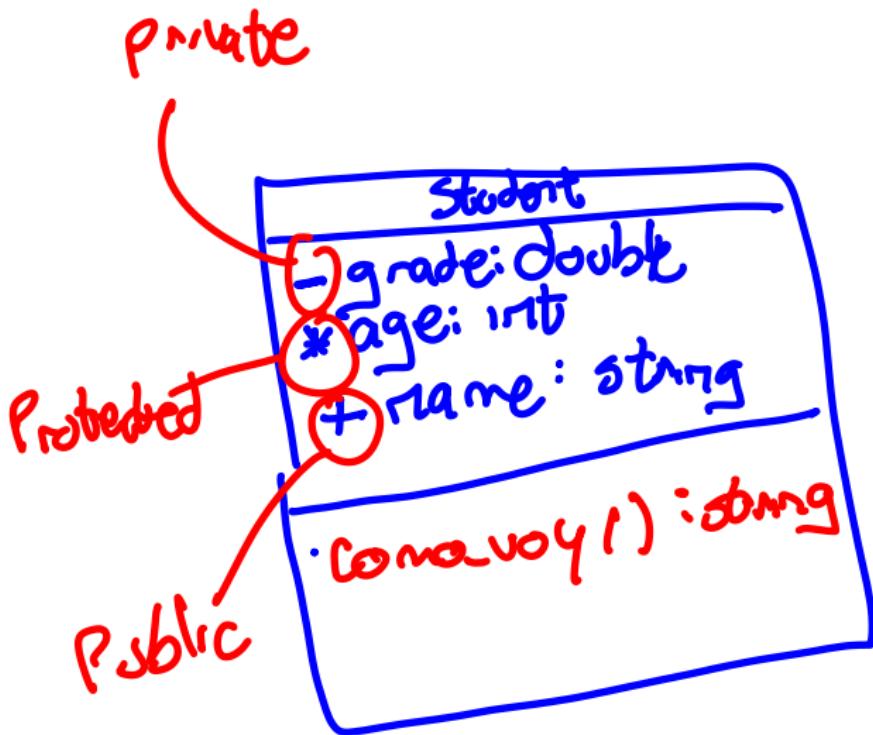
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```
public class Student {  
    private double grade;  
    protected int age;  
  
    public String cond-way() {  
        if (grade >= 3.0) {  
            return "Bien";  
        } else if (grade >= 2.0) {  
            return "Aprobado";  
        } else {  
            return "Alta vacuna";  
        }  
    }  
}
```



Encapsulation & UML



Black Box Thinking

- Objects communicate through well-defined interfaces.
- Rule of Least Knowledge: Objects should know as little as possible about one another.
- Black box: Focus on what an object does, not how it does it.

Demo time!



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Data Integrity: Getters and Setters

- **Getters** and **Setters** are methods to access and modify object attributes.
- They help maintain data integrity by controlling how attributes are accessed and modified.
- Use them to enforce validation rules and business logic.

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Decomposition

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- **Separation of Concerns:** Each part should have a clear responsibility.
- Consider **object** lifetime, associations, aggregation, and composition.



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Decomposition Example: Kitchen in a House



Association

A **relationship** between two classes where **one class** uses or **interacts with another class**.



Aggregation

An **aggregation** is a **whole-part relationship** where one class is a **part** of another class, but **can exist independently**.

Demo time!



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Composition

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Generalization

- **Generalization** eliminates redundancy by extracting **common features**.
- **D.R.Y. Principle:** Don't Repeat Yourself.
- Behaviors can be generalized using **inheritance**, **interface inheritance**, and **abstract classes**.
- **Polymorphism:** Objects can be treated as instances of their parent class.
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Inheritance

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- **Base class:** The class being inherited from.
- **Derived class:** The class that inherits from the base class.
- **Benefits:** Code reusability, easier maintenance, and polymorphism.
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Inheritance & UML



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SOLID Principles

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- **Open/Closed Principle (OCP)**: A class should be open for extension, but closed for modification.
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- **Interface Segregation Principle (ISP)**: A client should never be forced to implement an interface that it doesn't use or clients shouldn't be forced to depend on methods they do not use.
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Good Practices

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- **Code to Interfaces, not Implementations:** This principle is about designing your classes so that they depend on interfaces rather than concrete classes.

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Repo: <https://github.com/EngAndres/ud-public/tree/main/courses/object-oriented-programming>

