MIS test 1 notes:

Methodology-

Common terms, practices, artifacts of best practice to approach a project

Agile- scrum xd

Plan driven- waterfall

Waterfall is much more planning than agile, measure twice and cut once, agile adjust priorities every couple weeks or something

Advantage of plan driven- do all the requirements up front make a truer road map for documentation and final product

Drawback- hard to change or adjust to market conditions

Project management- Iron triangle – time, scope, resources

Those three have impact on quality to cut any of the three

Plan stage- scope

Abstract- Incomplete class that does not have everything filled out, some must be completed by a sub class, cannot instantiate any classes of it because sub classes are needed

Interface- contract

Inheritance- subclass of parent class which gives can change or add properties

Encapsulation- everything kept in one place to protect the code, hiding data from the outside world

Abstraction- take complicated thing and make simple to hide special information make simplified

Abstract vs encapsulation-

Polymorphism- Same method being used differently in different classes, like speak() in dog class vs cat class

Composition- putting an object as a property of a class, “has a” relationship

Inheritance- is a relationship

“has a” relationship preferred not as highly coupled

Design principles-

Check SOLID PowerPoint

Design patterns- used to make solutions easier and follow patterns others has already solved

Strategy pattern-

Data bases-

SQL injection defense- use prepare statements to protect for sequel injection