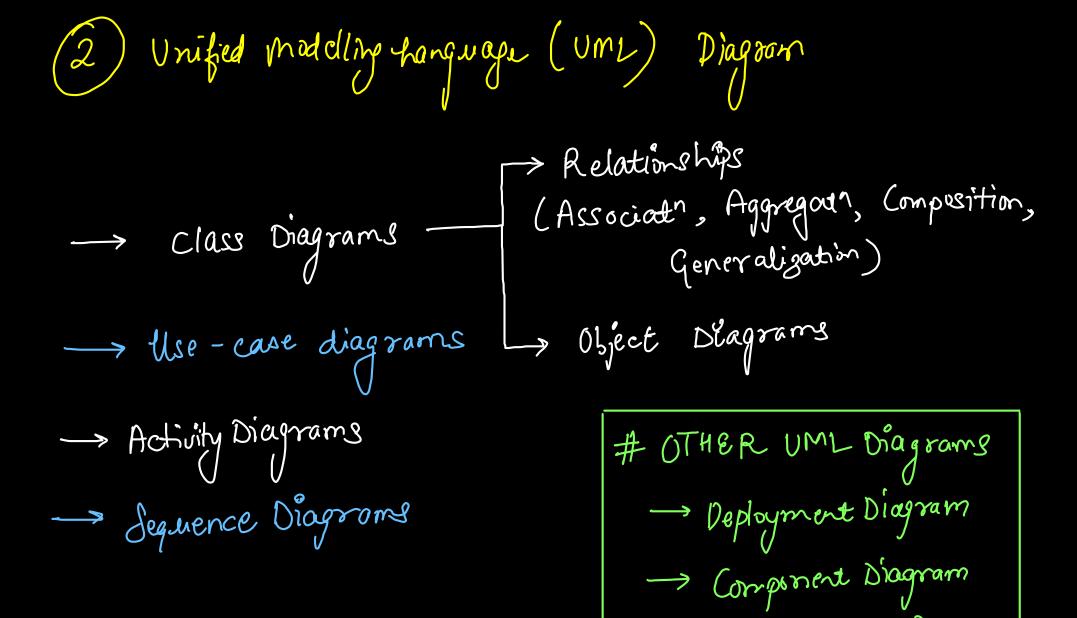
Low-Level Design (ZLD) Object Oriented Analysis & Design (OUPD) Syllabus Object Oriented Programming in Java

5 Pillars S Encapsulat, Data Miding, Inheritance,

Polymorphism, Abstraction of

Cenencs & Collection Franceworks, Lambda Enpression & Enurs



-> State Chart Diagram

3 Design Parinciples

- => Important Design Principles
- · DRY (Don't Repeat Yourself)
- ·KISS (Keg It Simple Stypid)
- · ragni (You Ain't Gonna Need It)
- · CQS (Command Query Separation)
- · Manimum Cohesion & Minimum Coupling
- · Composition (horsA) Over Inheritance (ESA)

SOLID Design Brincigles

-> (3) : Single Responsibility Principle -> 6 : Open- World Principle Liskov Lubsitudion Principle Interface Segregation Parneigle Dependency Inversion Principle

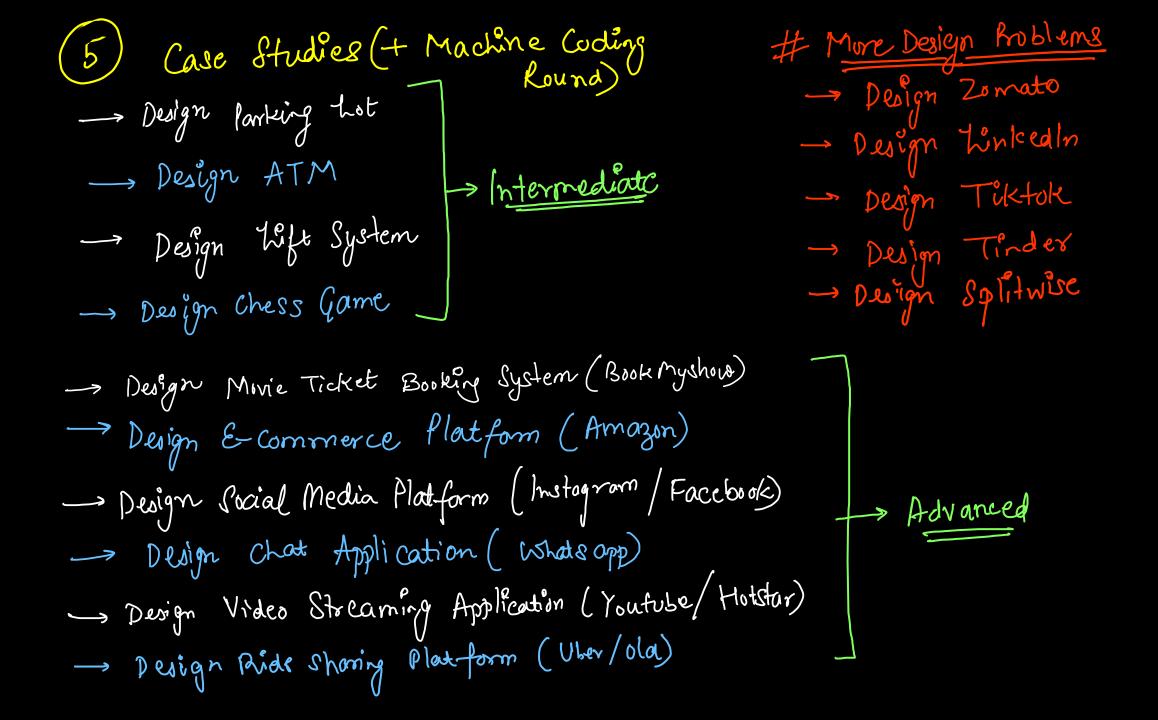
- => Other Design Poinciples
- · Curly's Law
- · Boy Scouls Low
- · Murphy's haw
- · Avoid Premature Optimization
- · haw of perneter

(4) <u>Design Patterns</u> (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. Bross
- 14. Compound
- 15. Bridge
- 16. Builder

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



(6) End to End Project Docker + Rubernetes + Prometheus/Grafara => Monitoring Service rces (Books)

Java (Freshers)

Pesign Patterns (Intermediate) Resources (Booles) Head Mol Object Oriented Analysis & Design

(Advanced)

Clear Code by Robert C. Markin (Intermediate & Advanced)

Robert C. Markin (Intermediate & Advanced)

2) Grookking the System Design Interview :- HLD

Design Interview: a) Grokking the Object Oriented Design Interview: - KAD # Unt Geelssfor Geels Low Level Design ** Course Youtube -> HLD (free 20-25 (ectives))

***XAD Course