



CZ/CE2002: Object-Oriented Design & Programming

Introduction (Second Half)

Dr. Li Fang

School of Computer Science and Engineering



**NANYANG
TECHNOLOGICAL
UNIVERSITY**
SINGAPORE

Contact Information

Dr. Li fang

Senior Lecturer, School of Computer Science and Engineering

Contact Information:

- Office: N4-02B-42
- Phone: (+65) 6790 6106
- Email: asfli@ntu.edu.sg

Consultation Hours:

- Send an email for an appointment



Course Objectives

By the end of this course, you should be able to:

Explain and articulate Object-Oriented (OO) methodology and concepts

Develop an OO program using the OO language

Implement an OO design using the OO language

Use the OO design principles to design a program

Java

C++



O O D P

Object-Oriented Design & Programming

Assignment

Course Outline

The following topics will be covered during the second half of the course:



UML
Diagram
(Class
Diagram)



OO Design
Principles



OO in C++

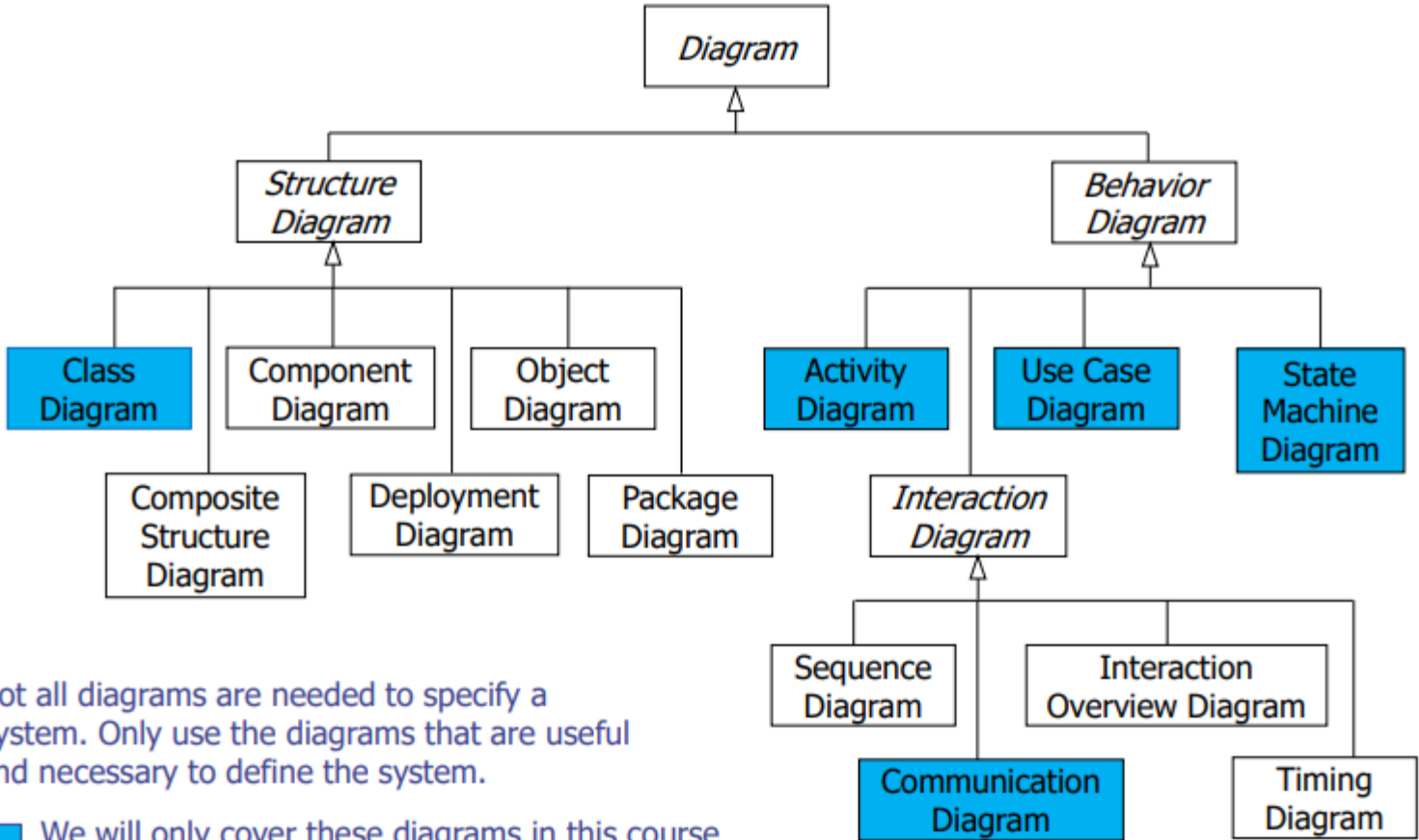


Visual Paradigm



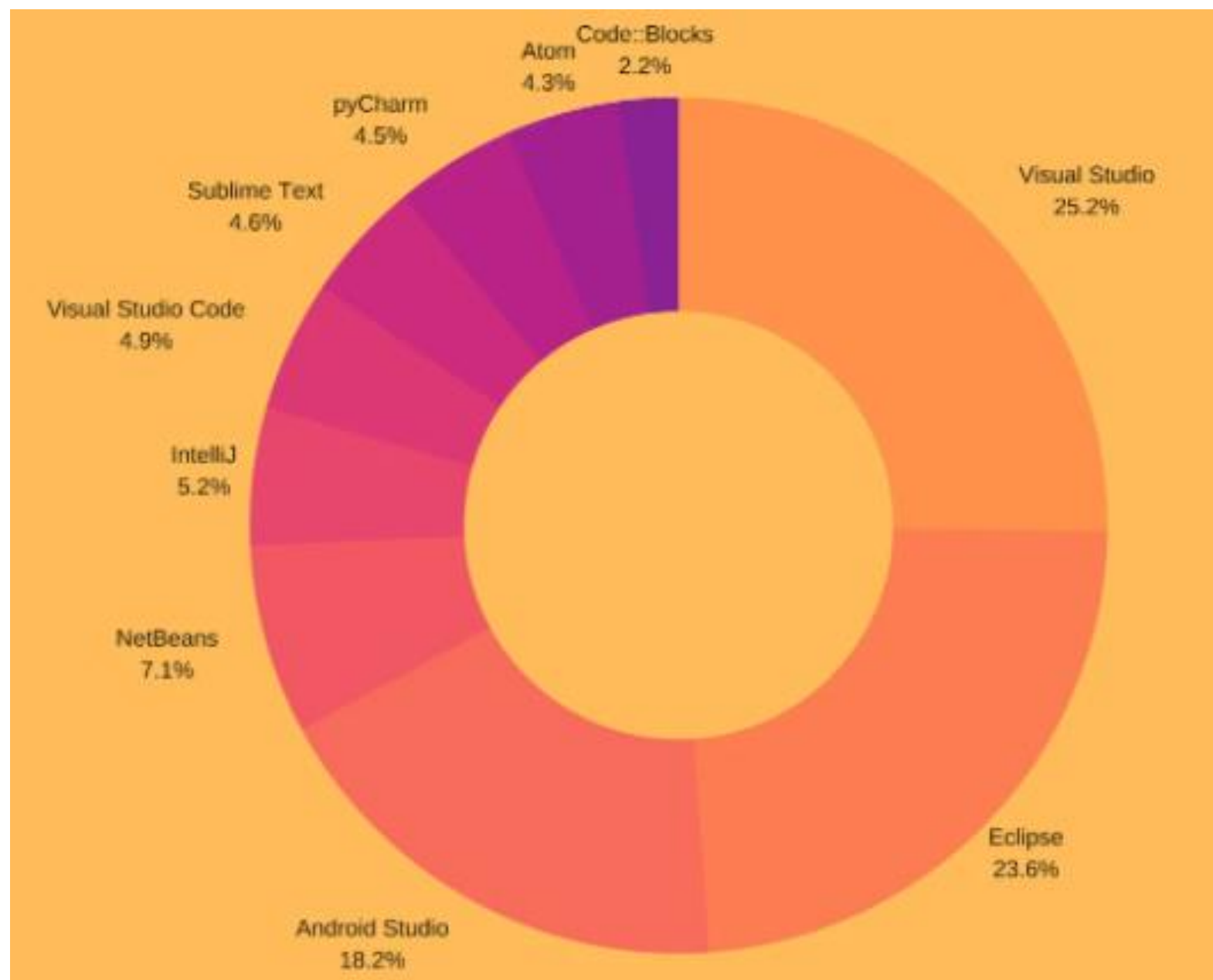
Code::Blocks

UML Diagram Types



Not all diagrams are needed to specify a System. Only use the diagrams that are useful and necessary to define the system.

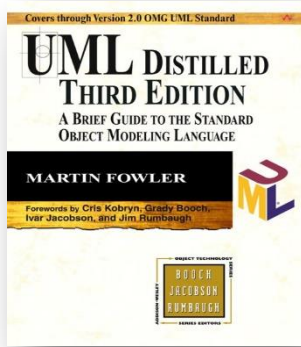
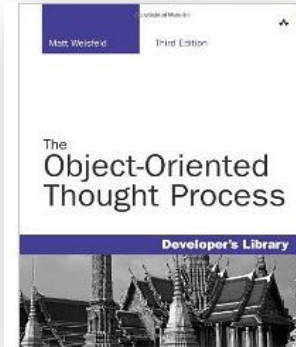
 We will only cover these diagrams in this course
(Others will be covered in CZ3003)



Course Reference Books



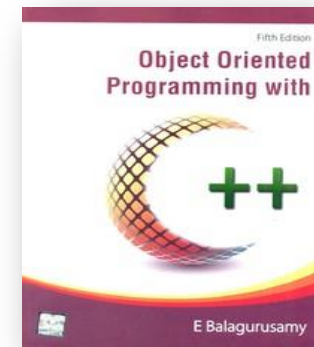
The Object-Oriented Thought Process:
Matt Weisfeld, 4th Edition, Pearson / Addison
Wesley



UML Distilled:
A Brief Guide to the Standard Object Modeling
Language, 3rd Edition, Martin Fowler, Pearson /
Addison Wesley



Object Oriented Programming With C++:
Fifth Edition, E Balagurusamy



Final Paper exam questions

Q	Marks	Content covered
Q1	25	First half
Q2	25	First half
Q3	25	Second half: Class Diagram and Design Principles
Q4	25	Second half: OO in C++

You are required to draw Class Diagram and code in C++ in paper exam of second half.

Prepare
Tuler

Thank you!