



Unit 8:

Designing with Objects

Juan Espejo

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Design Guidelines

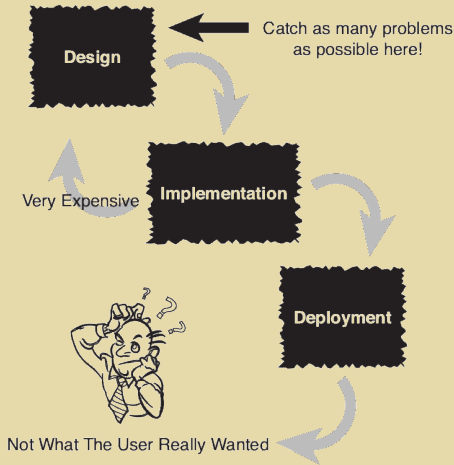


Figure: The waterfall method.¹

¹Figure 6.1 of [1]

Design Guidelines

The Competitive Advantage

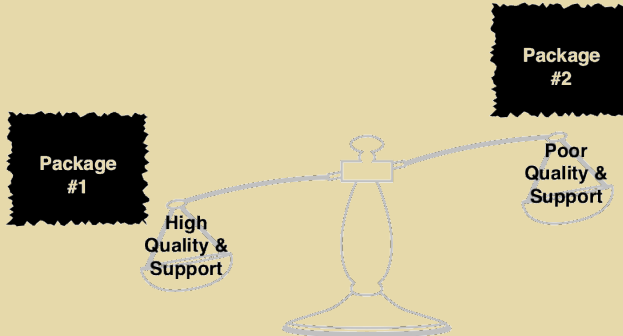


Figure: The competitive advantage.²

²Figure 6.2 of [1]



Design Guidelines

- Performing the proper analysis
- Developing a statement of work
- Gathering the requirements
- Developing a prototype of the user interface
- Identifying the classes
- Determining the responsibilities of each class
- Determining how the classes collaborate with each other
- Creating a class model to describe the system
- Prototyping the user interface



Object Wrappers

- Structured code
- Wrapping structured code
- Wrapping nonportable code
- Wrapping existing classes



Object Wrappers

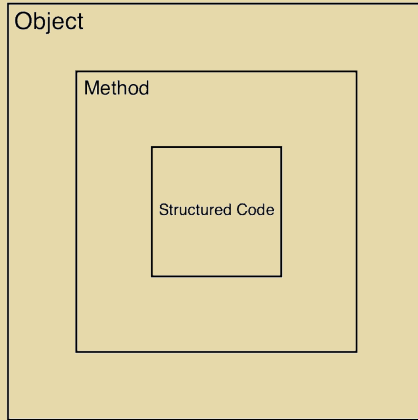


Figure: Wrapping structured code.³

³Figure 6.3 of [1]



References



WEISFELD, M.

The Object-Oriented Thought Process, 4th ed.

Developer's Library. Addison-Wesley Professional, 2013.