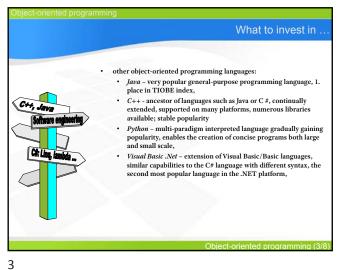


Summary object-oriented programming using the C# programming  $\label{eq:continuous} OOP\ pillars:\ abstraction,\ encapsulation,\ polymorphism,\ classes,\ members:\ fields,\ methods,\ properties,$ creating class hierarchy, inheritance models "is-a", "has-a", abstract and final (sealed) classes, delegations, events, interfaces, operators, converters, reference (classes) and value types (structures), storing/restoring state (serialisation), generic programming

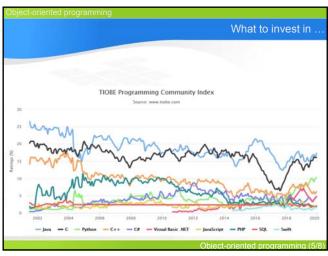
1 2



C#: Ling.

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What to invest in . software engineering: IT systems modelling: UML language, diagrams: classes, objects, Components, packages, interactions ...; modelling tools: built-in in Visual Studio, extensions to Eclipse, extensions to NetBeans (JDeveloper), external programs (ArgoUML), C++, Java design patterns: proven, documented solutions to typical repetitive design problems; patterns are generally applicable only to object-oriented languages, implementation details depend on the language Cir. Ling. I: software testing/automation and available tools,

