



## Document History



Date	Course Version No.	Software Version No.	Developer / SME	Reviewer(s)	Approver	Change Record Remarks
Oct-2008	0.1	NA	Shrilata Tavargeri			Content creation. Inputs from existing material in MS word format and corresponding ppt.
Nov-2008	0.2	NA	Veena Deshpande / Rashmi Bharti			Review
Dec-2008	0.3	NA	CLS team			Review
Jan-2009	1.0	NA	Nilendra Nagwekar			Review
Jul-2009	2.0	NA	Shrilata Tavargeri			Content revamp. Inputs from review team.
May-2011	2.1	NA	Veena Deshpande			Refinements to include contents from WBT slides and review comments of Integration Exercise
Apr-2015	2.2	NA	Kavita Arora	Anjulata	Mahima Sharma	Made changes according to revised TOC

## Course Goals and Non Goals



### ➤ Course Goals

- At the end of this program, participants will gain an understanding of:
  - Principles of Object-Oriented technology
  - Concepts and terminology associated with Object-Oriented technology

### ➤ Course Non Goals

- This program does not attempt:
  - To explain features of OOP using sample code, or
  - To go into technology specific details.



### Pre-requisites



- Fair Knowledge of any programming language

### Intended Audience

- Developers in Object-Oriented technology



## Day Wise Schedule



### ➤ Day 1

- Lesson 1: Introduction to Object-Oriented technology
- Lesson 2: Objects and Classes
- Lesson 3: Principles in Object-Oriented technology
- Lesson 4: Some more concepts in OOP

## Table of Contents



- Lesson 1: Introduction to Object-Oriented Technology
  - 1.1: Object Oriented concepts
    - 1.1.1: What is Object-Oriented Programming?
    - 1.1.2: Why Object-Oriented Programming?
- Lesson 2: Objects and Classes
  - 2.1: What is an Object?
- (Object State, Object Behavior, Object Identity)
  - 2.2: What is a Class?
  - 2.2.1: Getting into Details
    - (Class Attribute and Operations, Access Modifiers, Constructors and Destructors, Attribute Types)

## Table of Contents (contd.)



- Lesson 3: Principles in Object-Oriented Technology
  - 3.1: Object-Oriented Principles
    - 3.1.1: Abstraction
    - 3.1.2: Encapsulation
    - 3.1.3: Modularity
    - 3.1.4: Hierarchy
  - 3.2: Polymorphism



## Table of Contents (contd.)



- Lesson 4: Some More Concepts in OOP
  - 4.1: Static Members
  - 4.2: Abstract Class
  - 4.3: Interface
  - 4.4: Packages

## References



### ➤ Books:

- Sams Teach Yourself Object Oriented Programming in 21 Days; by Anthony Sintes (Sams Publishing)
- Object-Oriented Software Construction; by Bertrand Meyer, (Prentice-Hall)
- The Object-Oriented Thought Process; by Matt Weisfeld (Sams Publishing)



### ➤ Websites:

- <http://java.sun.com>
- <http://gd.tuwien.ac.at/languages/c/c++oop-pmueller>

### Next Step Courses

- Programming with Object Oriented languages

