

Principles of Object-oriented Programming

ULO1 – Explain the OO Principles

This task is a review of understanding about the four principles of Object-oriented Programming: Encapsulation, Inheritance, Polymorphism, and Abstraction

ULO2 – Use OO Language and Library

ULO3 – Design, Develop and Test using an IDE

ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design Screenshots