23/07/2020:-

Object-oriented Design:-

object-oriented Programing:-   object-oriented Design:-

→ using object-oriented-language   → Leveraging object-oriented principles
features   to make your code more effective

-) Transparency
-) Similicity
→ Design & Build incrementtly
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→ Coherence :- Group members are related

→ Coupling:- A change to one thing impacts another

-) Procedural => hierarchy
-) object-oriented => network

messages:-
          objects send message to one another

methods:-
          handle messages

Functions:-
          do arbitrary work

Object:-
          objects are defends by what they do, not what they contain
          They have responsibilities (Data Abstraction, implementing Hiding)

Delegation:- the object that has the information does the work.

Liskov Substitution principle:- subtypes must be substitutable for
                                their base types.
                                It must make sense to send anyyall
                                Superclass messages to subclass objects