Lec 1

Introduction

SDLC

Lec 2

Characteristics of good programs

readability, writability, reliability, reusability, maintainability, modularity and abstraction

example: selection sort

Lec 3

Inheritance and polymorphism

static vs dynamic binding

example: replacing multiple loops using generalization

IS\_A rule

Lec 4

object associations

how to implement

uni-directional

bi-directional

multiplicity

1-1

M-1

M-M

Association classes

Object diagrams

Lec 5

Types of associations

1. simple
2. aggregation
3. composition

Lec 6

Use case diagrams