Object-Oriented Design Questions

Approaching OOD Questions.

1. Handle Ambiguity
   1. Questions are vague for purpose
      1. Ask clarifying questions!
   2. Define scope
      1. Who will use it?
      2. How will they use it?
      3. 6 w’s
         1. who, what, where, when, how, and why!
   3. State the purpose!
2. Define core objects (elements)
   1. Name out the essential pieces
      1. i.e. Map, Restaurants, Person, Time, Distance
3. Analyze Relationships
   1. Draw relationships between the pieces defined above
      1. Membership
         1. Party has a Host and Guests, and bunch of Tables
      2. Inheritance
         1. Host and Guest are both Person
      3. Quantity
         1. There are list of Persons on a Guests list
4. Investigate Actions
   1. What happens?
      1. Key actions and their effect
      2. I.e. Some Guests enter Restaurant and ask for Tables to the Host.
         1. If there are empty Tables, Host assign them to the Guests
         2. When a Party leaves, Host cleans up the Table and mark Empty
5. Design Patterns
   1. Singleton Class
      1. Use when there is a “global object” with only one instances
         1. Protected constructor
   2. Factory Method
      1. Method that offers an interface to create instance of a class, a subclass deciding which class to instantiate
      2. i.e. CardGame instantiating Poker, BlackJack, and so on