* Object – oriented design
  + A problem solving methodology that produces a solution to a problem in terms of self-contained entities called objects
* Object
  + A think or entity that makes sense within the context of the problem
  + E.g. student, car, time, date
* Class
  + Group of similar objects
* Object
  + Instance of a class
  + Concrete example of class
* Classes
  + Properties
  + Behaviors
* Method
  + A named algorithm that defines behavior
* Top down design
  + Decompress problems into tasks
* Object oriented design
  + Decomposes problems into collaborating objects
* Steps
  + Isolate
  + Abstract
  + Determine
* Brainstorming
  + A group problem solving technique that involves the spontaneous contribution of ideas from all members of the group
* Filtering
  + Determine which are the core classes in the problem solution
  + There may be classes that really don’t belong to the problem solution
* Scenarios
  + Assign responsibilities to each class
* Encapsulation
  + The bundling of data and actions in such a way that the logical properties of the data and actions are separated from the implementation details
* Responsibility algorithms
  + Must be written for the responsibilities
  + Usually returns the contents of one of the objects variables