# **Object-Oriented Thought Process**

# **Course Contents**

### 1.) Introduction to Object-Oriented Concepts

Procedural Versus OO Programming

Moving from Procedural to Object-Oriented Development

Procedural Programming

**OO** Programming

What Exactly Is an Object?

Object Data

**Object Behaviors** 

What Exactly Is a Class?

Classes Are Object Templates

Attributes

Methods

Messages

Using UML to Model a Class Diagram

**Encapsulation and Data Hiding** 

Interfaces

**Implementations** 

A Model of the Interface/Implementation Paradigm Inheritance

Super classes and Subclasses

Abstraction

Is-a Relationships

Polymorphism

Composition

Abstraction

Has-a Relationships

Conclusion

#### 2.) How to Think in Terms of Objects

Knowing the Difference Between the Interface and the Implementation

The Interface

The Implementation

An Interface/Implementation Example

Using Abstract Thinking When Designing Interfaces

Giving the User the Minimal Interface Possible

**Determining the Users** 

**Object Behavior** 

**Environmental Constraints** 

Identifying the Public Interfaces

Identifying the Implementation

Conclusion

## 3.) Advanced Object-Oriented Concepts

Constructors

The Default Constructor

When Is a Constructor Called?

What's Inside a Constructor?

The Default Constructor Using Multiple Constructors The Design of Constructors Error Handling Ignoring the Problem

Checking for Problems and Aborting the Application

Checking for Problems and Attempting to Recover

Throwing an Exception

The Concept of Scope

**Local Attributes** 

Object Attributes

Class Attributes

Operator Overloading

Multiple Inheritance

**Object Operations** 

Conclusion

## 4.) The Anatomy of a Class

The Name of the Class

Comments

Attributes

Constructors

Accessors

**Public Interface Methods** 

Private Implementation Methods

Conclusion

## 5.) Class Design Guidelines

Modeling Real World Systems

Identifying the Public Interfaces

The Minimum Public Interface

Hiding the Implementation

Designing Robust Constructors (and Perhaps Destructors)

Designing Error Handling into a Class

Documenting a Class and Using Comments

Building Objects with the Intent to Cooperate

Designing with Reuse in Mind

Documenting a Class and Using Comments

Designing with Extensibility in Mind

Making Names Descriptive

Abstracting Out Non-portable Code

Providing a Way to Copy and Compare Objects

Keeping the Scope as Small as Possible

A Class Should Be Responsible for Itself

Designing with Maintainability in Mind

Using Iteration

Testing the Interface

Using Object Persistence

Serializing and Marshaling Objects

Conclusion

#### 6.) Designing with Objects

**Design Guidelines** 

Performing the Proper Analysis

Developing a Statement of Work

Gathering the Requirements

Developing a Prototype of the User Interface

Identifying the Classes

Determining the Responsibilities of Each Class

Determining How the Classes Collaborate with Each Other

Creating a Class Model to Describe the System

Case Study

Identifying the Classes' Responsibilities

UML Use-Cases: Identifying the Collaborations

UML Class Diagrams: The Object Model

Prototyping the User Interface

Conclusion

## 7.) Mastering Inheritance and Composition

**Reusing Objects** 

Inheritance

Generalization and Specialization

**Design Decisions** 

Composition

Representing Composition with UML

Why Encapsulation Is Fundamental to OO

How Inheritance Weakens Encapsulation

A Detailed Example of Polymorphism

Object Responsibility

Conclusion

## 8.) Frameworks and Reuse: Designing with Interfaces and Abstract Classes

Code: To Reuse or Not to Reuse?

What Is a Framework? What Is a Contract? **Abstract Classes** 

Interfaces

The Compiler Proof Making a Contract System Plug-in-Points An E-Business Example The Non-Reuse Approach An E-Business Solution

The UML Object Model

Conclusion

## 9 Building Objects

Composition Relationships **Building in Phases** Types of Composition Aggregations **Associations** Using Associations and Aggregations Together Avoiding Dependencies Cardinality Multiple Object Associations Optional Associations Conclusion

## 10 Creating Object Models with UML

What Is UML?
The Structure of a Class Diagram
Attributes and Methods
Access Designations
Inheritance
Interfaces
Composition
Aggregations
Associations
Cardinality
Conclusion

## 11 Objects and Portable Data: XML

Portable Data
The Extensible Markup Language (XML)
XML Versus HTML
XML and Object-Oriented Languages
Sharing Data Between Two Companies
Validating the Document with the Document Type Definition (DTD)
Integrating the DTD into the XML Document
Using Cascading Style Sheets
Conclusion

## 12 Persistent Objects: Serialization and Relational

Databases
Persistent Objects Basics
Saving the Object to a Flat File
Serializing a File
Implementation and Interface Revisited
What About the Methods?
Using XML in the Serialization Process
Writing to a Relational Database
Accessing a Relational Database
Loading the Driver
Making the Connection
The SQL Statements
Conclusion

## 13 Objects and the Internet

Evolution of Distributed Computing Object-Based Scripting Languages A JavaScript Validation Example Objects in a Web Page JavaScript Objects Web Page Controls Sound Players
Movie Players
Flash
Distributed Objects and the Enterprise
The Common Object Request Broker Architecture (CORBA)
Web Services Definition
Conclusion

# 14 Objects and Client/Server Applications

Client/Server Approaches
Proprietary Approach
Serialized Object Code
Client Code
Server Code
Running the Proprietary Client/Server Example
Nonproprietary Approach
Object Definition Code
Client Code
Server Code
Running the Nonproprietary Client/Server Example
Conclusion