



Piscines: Quick presentation

Summary: This document contain the informations about the Object oriented programming piscine.

Version: 1

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Chapter I

Piscine

What is a piscine?

Much like the selection piscine, the project is split in many small projects (days), and with each day a new notion on the language/paradigm/technology you chose to work on. Validating a piscine requires more than just a day or two of investment. We are looking at:

- Your investment on each days: you can't validate the piscine if you work only one or two days
- Trying to turn in every day: even if something isn't finished, it's better to try and turn it in
- At least one weekend of work: going into the piscine shouldn't be taken lightly.
- After the end of the piscine, you have two weeks to do all the required peer-evaluations

Chapter II

Modules

The following modules must be validated in this order:

- [Module 00 - Encapsulation](#)
This module will introduce you to the concept of encapsulation.
- [Module 01 - Relationship](#)
This module will introduce you to how variables/attributes can be linked together, using specific kind of relationship.
- [Module 02 - UML](#)
This module will introduce you to a way to represent graphically software architecture.
- [Module 03 - SMART](#)
This module will introduce you to the concept of SMART, one of the many acronym software developer use.
- [Module 04 - Design Pattern](#)
This module will introduce you to the Gang of Four design patterns.
- [Module 05 - Pratical work](#)
This module is an exercise to use what you will have learned in the previous 5 modules.