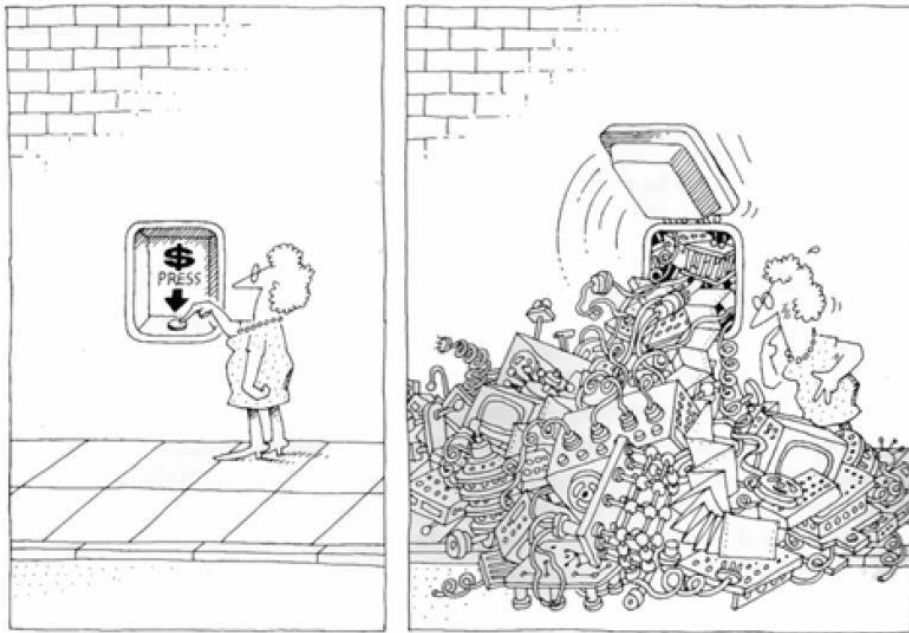


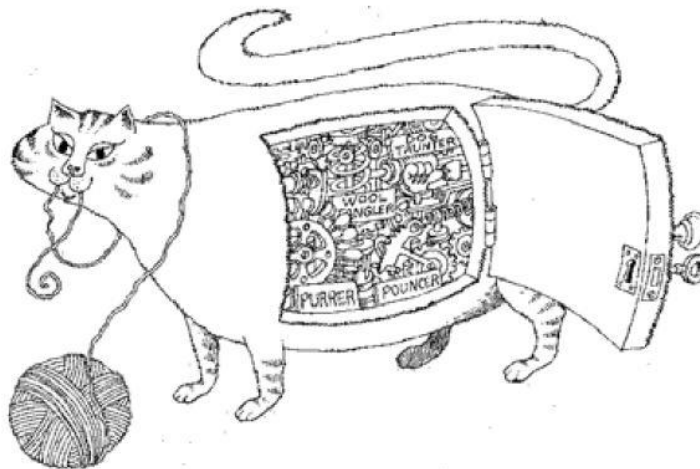
# Object Oriented Analysis and Design

## Useful-Concepts

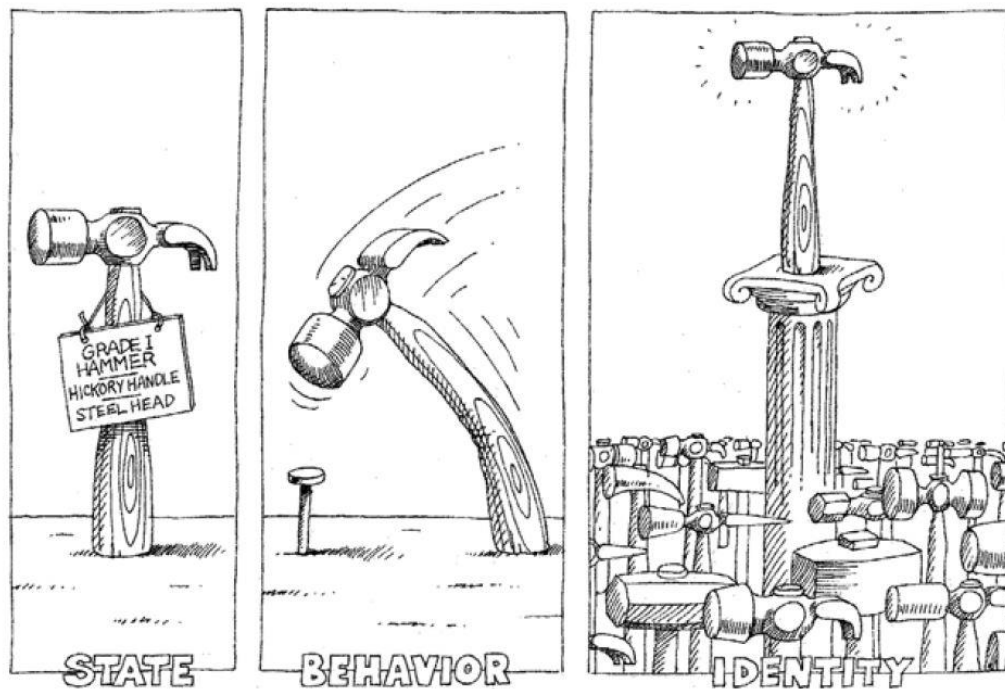
Some of the pictorial description of Object-oriented analysis and design is provided below:



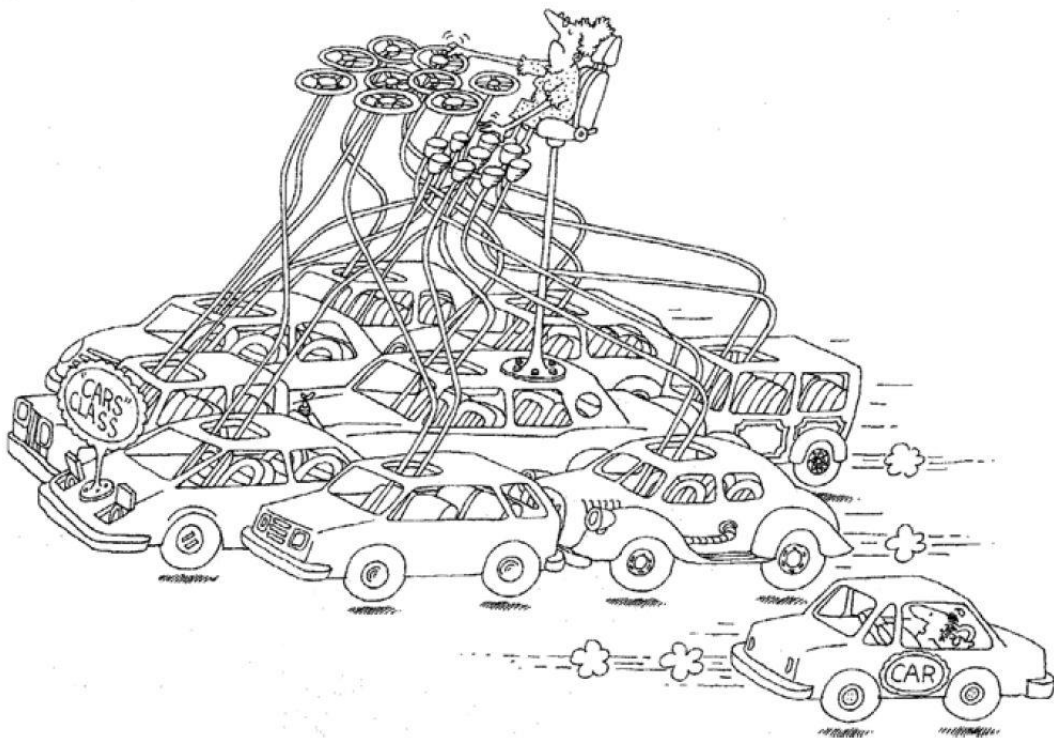
The task of the software development team is to engineer the illusion of simplicity.



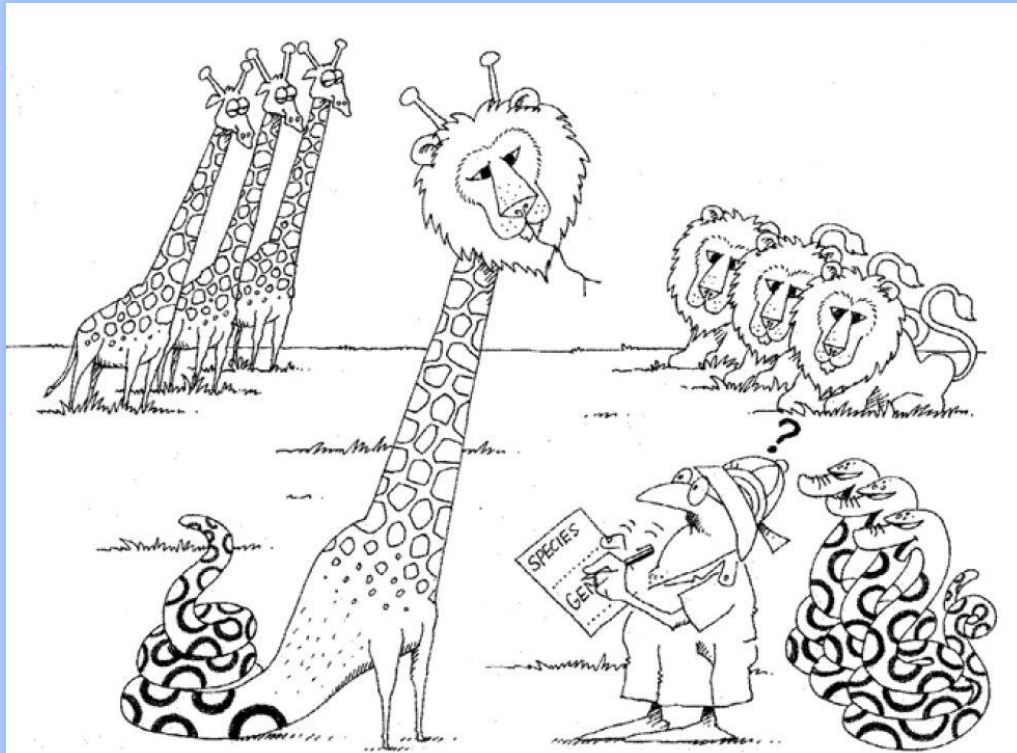
Encapsulation hides the details of the implementation of an object.



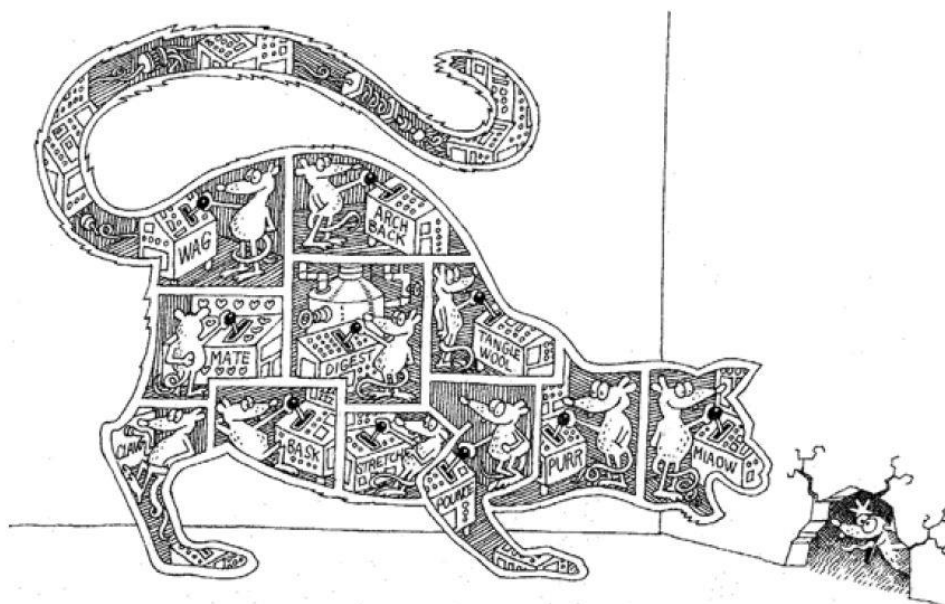
An object has state, exhibits some well-defined behavior, and has a unique identity.



A class represents a set of objects that share a common structure and a common behavior.

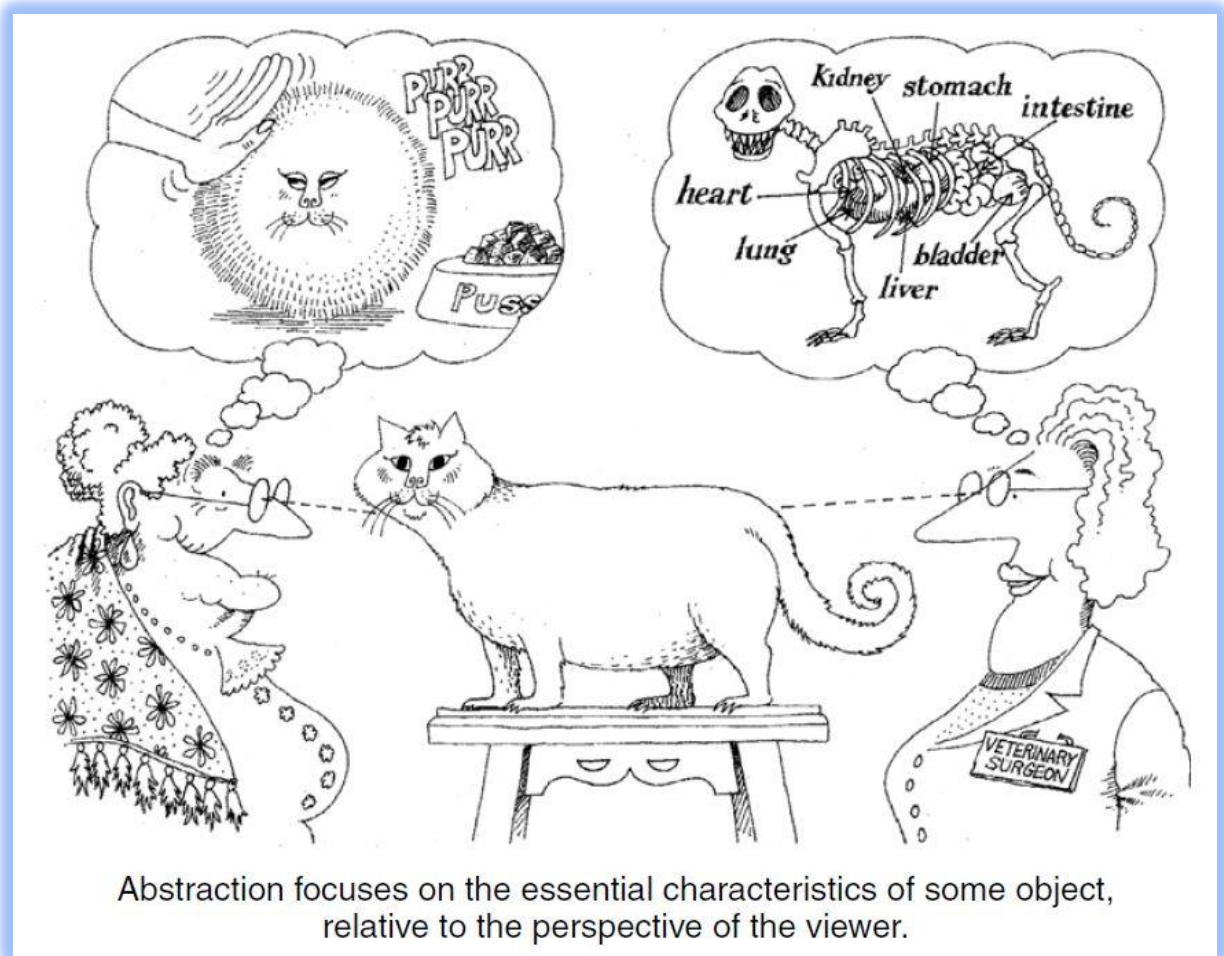


Classification is the means whereby we order knowledge.



Concurrency allows different objects to act at the same time.





Abstraction focuses on the essential characteristics of some object, relative to the perspective of the viewer.

Reference:

1. Object-Oriented Analysis and Design with Applications 3<sup>rd</sup> Edition book by Grady Booch