***Software Construction: Object-Oriented Design***

***Learn how to design large software systems that solve real-world problems using object-oriented design techniques.***

***What You'll Learn:***

How to read and use software design patterns

To implement and test an object-oriented design

How to develop an application using online services and APIs

***Instructor:***

***Gail Murphy*** - Professor of Computer Science •
University of British Columbia

***Elisa Baniassad*** - Instructor in Computer Science •
University of British Columbia

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Thanks

Final Project

Instructor QA

Instructor QA

***Duration Course:***6 weeks