

# Module 133.1.1 :: Introduction :: Quick Start

## Quick Start

This module provides a brief introduction to the topic of object oriented programming.

### Reading Material

1. Start reading Chapter 2 of [Object-Oriented Design & Patterns](https://www.horstmann.com/design_and_patterns.html)  
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### Outline of Module 1.1

- Modularity
  - What is Modularity
  - Classes vs Modules
  - Java Packages
    - Overview
    - Files and packages
  - Coupling and Cohesion