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**Experiment 3:**

**Object Oriented Design and Implementation**

CPE106L (Software Design Laboratory)

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## **PreLab**



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| **Readings, Insights, and Reflection**  Lee, Fernandez, and Taguiam (UMLet)  In this lab activity, the topics of case and class diagrams using UMLet were introduced. UMLet. UMLet is a free and open-source tool to create Unified Modeling Languages (UMLs). A UML is a graphical language that is commonly used to make different types of diagrams, such as case and class diagrams.  Lee, Fernandez, and Taguiam (Object Oriented Design)  Object Oriented Design (OOD) is a programming approach that models real world concepts through objects. It uses concepts such as abstraction, encapsulation, inheritance, and polymorphism to organize code in a way that is easy to understand and modify in the future. We learned how to make OODs using UMLet as the tool, by creating objects, classes, and the like and connecting them using the concepts such as abstraction and the like.  **Question and Answer**  1. a. Is owned by a particular instance of a class and no other  2. c. self  3. b. set the instance variables to initial values  4. b. always must have at least one parameter name, called self  5. b. the entire class in which it is introduced  6. b. when it can no longer be referenced anywhere in a program  7. a. all instances of a class have in common  8. b. A.\_\_init\_\_(self)  9. b. pickle them using the pickle function dump  10. a. has a single header but different bodies in different classes |