**OO Analysis and Design**

OO Analysis and Design is a structured method for analysing and designing a system by applying object-oriented concepts. This design process consists of an investigation into the objects constituting the system.

The process of OO analysis and design can be described as:

1. Identifying the objects in a system;
2. Defining relationships between objects;
3. Establishing the interface of each object; and,
4. Making a design, which can be converted to executables using OO languages.

We need a standard method/tool to document all this information; for this purpose we use UML. UML can be considered as the successor of object-oriented (OO) analysis and design. UML is powerful enough to represent all the concepts that exist in object-oriented analysis and design. UML diagrams are a representation of object-oriented concepts only. Thus, before learning UML, it is essential to understand OO concepts.

Let’s find out how we can model using UML.

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