From Procedural Programming to Object-Oriented Programming (OOP)

A preliminary step by step approach

ISEP/LEI/ESOFT

Adapted from Paulo Maio's original version

Content Overview

- Procedural Programming
  - Revision

- **Systematization**

- Raising the need for OOP
  - Classes as Data Structures

- Towards OOP
  - Primary Concepts and Principles

While practicing
  - Main Software Engineering Activities
  - Promoted Working Method

Systematization

Main Software Engineering Activities

- Requiments
  - What functionalities and qualities needs to have
- Analysis
  - Interpret and comprehending the problem/requirements
- Design
  - Defining a conceptual solution for all requirements
- Construction/Implementation
  - Coding the conceptual solution
- Testing
  - Verifing and Validating the solution (to be) built

Promoted Working Method (1/2)

- Sequence of Engineering Activities
  - Requirements
    - Use Cases / User Stories / Acceptance Criteria / FURPS+ / Other Texts
  - Analysis
    - Inputs&outputs / Domain Concepts / Domain Model
  - Design
    - Method headers / Classes / Components / Modularization
  - Testing
    - Specify a set of tests covering all/most common and uncommon scenarios
  - Implementation
    - Code the design methods and classes
- Repeat the above sequence as needed

Promoted Working Method (1/2)

Some mentioned <u>artifacts</u> were not introduced, yet!

- Sequence of Engineering Activities
  - Requirements
    - Use Cases / User Stories / Acceptance Criteria / FURPS+ / Other Texts
  - Analysis
    - Inputs&outputs / Domain Concepts / Domain Model
  - Design
    - Method headers / Classes / Components / Modularization
  - Testing
    - Specify a set of tests covering all/most common and uncommon scenarios
  - Implementation
    - Code the design methods and classes
- Repeat the above sequence as needed

Promoted Working Method (2/2)

- Activities
  - Each one has a well-defined information/artifacts as input
  - Each one has a well-defined artifacts as output
  - Outputs of one activity are used as inputs on other activities

- Supported by best enginnering practices
- Promotes best enginnering practices too
- Clear, simple and easy to adopt