



Object-Oriented Design



Design the product in terms of clients of objects

1. Classes are determined from the **class model**.
2. The objects of the product are instantiations of the various classes that have been determined.
3. Find those objects that are not clients of other objects. These objects need to be initiated, usually by method **main**. Thus a simple main program starts things off, and the objects themselves take over from then on.

Proceed to the detailed design

A detailed design is now devoted for **main** and the various objects. Detailed design can be carried out using stepwise refinement Jackson method, Warnier diagram or other detailed design techniques. Sometimes formal techniques can also be applied for well-analyzed domains of interests.