OVERVIEW OF OBJECT ORIENTED TECHNOLOGIES

Course Description

In this course you will learn the features, advantages, and techniques of using the object-oriented paradigm for software development. Through presentation and discussions you will get an overview of the object-oriented approach as it applies to methodology, analysis and design, coding, and developing distributed applications.

Course Length: 1 Day
Course Tuition: $250 (US)

Prerequisites

Basic understanding of software development.

Course Outline

• The OO Paradigm
What Is an Object?
The Art of Abstractrion
Encapsulating the Details
Classes
Inheritance and the Case for Reuse
Operations and Methods
The Power of Polymorphism
Attributes
• OO Projects
Project Organization
Running a Project
A Design Language
The Importance of Perspective
The Unified Process
Four Phases of the Project
Extreme Programming
Building With Components
• OO Languages
The Language Continuum
Smalltalk

• Distributed Technologies and the Web
RPC and MOM
CORBA
J2EE
Persistence
Relational and Object Databases
XML
XML Extensions
Microsoft .NET
• Class Libraries
The Need for Packages
Smalltalk's Class Library
C++ and STL
Java, the JRE, and Other APIs
Third-Party Libraries
Building and Distributing Your Own
• Patterns and Frameworks
Documenting Knowledge
The Structure of a Pattern
Using Design Patterns in Your System
Putting It All Together With

C++	Application Frameworks
Java	Two-tier
C#	Three-tier
VB	N-tier Client/Server