Object Oriented Software Engineering Kung

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Object-oriented Programming in 7 minutes | Mosh S.O.L.I.D. Principles of Object-Oriented Design - A Tutorial on Object-Oriented Design

Software Design Patterns and Principles (quick overview)

object oriented software engineering | introduction | Introduction to Emergent Object-Oriented Design Object Orientation
Introduction - Georgia Tech - Software

Development Process 8. Object Oriented Programming encapsulation | Object oriented software engineering | object oreinted classes | basic concepts | OOSE | object oriented design | software engineering | System Design Interview Question: DESIGN A PARKING LOT - asked at Google, Facebook Object Oriented Programming 2 Classes and Objects Computer programming: What is object oriented language? | lynda.com overview 00AD 5: Object Oriented Approach Vs Procedural/Structured Programming simplified Pong \u0026 Object Oriented Programming -Computerphile Design Patterns and iterative design Abstraction \u0026 Encapsulation Software Design - Introduction to SOLID Principles in 8 Minutes

software engineering |

SOLID Design Patternsinheritance | Object
oriented software engineering | polymorphism
| Object oriented software engineering |
Software Engineering - Function oriented
Design and Object Oriented Design data
abstraction | object oriented software
engineering | Object-Oriented Design:
Hierarchies Object Oriented Software
Engineering objects | Object oriented

analysis in software engineering | part 1/2 |

requirement modeling | object oriented

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pm NH 106 Instructor: David C. Kung, ERB 532,
817-272-3627 O-ce Hours: 1-2pm every Tuesday,
3-4:30pm every Friday, or by appointment GTA:
TBD O-ce Hours: TBD Course Objective in
Catalog: CSE 3311. OBJECT-ORIENTED SOFTWARE
ENGINEERING (3-0) Study of an agile uni- ?ed
methodology and its application to objectoriented software development.

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Software components often take the form of objects (not classes) or collections of objects (from object-oriented programming), in some binary or textual form, adhering to some interface description language (IDL) so that the component may exist autonomously from other components in a computer.

Wikipedia

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