

Object Oriented Design and Object Oriented Programming



ECTS
6 crédits



Hourly volume
85h

Introducing

Objectives

At the end of this module, the student will understand and be able to explain (main concepts):

Object oriented application design based on the UML language, and the object oriented programming (Java language)

The student will be able to:

- * Master object theory and the UML design modelling language
- * Master a design methodology based on use cases and integrating detailed analysis and design phases.
- * Apply the object concepts and a design methodology using the JAVA language
- * Understand the advantages of following best practices guidelines provided by the use of design patterns
- * Configure and use the configuration management tools (e.g. Git, Maven, etc.)
- * Explore the use of standard documents for project management, requirements specification, software design and software tests.
- * Configure and use collaborative workspaces applied to the software development process (e.g., JIRA).
- * Have an initial experience to the project management challenges in a software development process project.
- * Plan and play designer and developer roles within a software development process.

Necessary prerequisites

Structured programming (ADA, C, Pascal, etc)
Object-oriented programming (basic)

Practical info

Location(s)

 Toulouse