

# Chapter 1

Object-Oriented Analysis and Design

# Disclaimer

- Slides come from a variety of sources:
  - Craig Larman-developed slides; author of this classic textbook.
  - Dr. Constantinos Constantinides, University of London
  - Slides from the University of Pittsburg
  - Slides from many of my existing slides on these same topics
  - New slides from sources unknown...

# Chapter 1

- Chapter one covers a host of many topics central to today's technologies.
- These skills are essential in today's professional community.
- We will talk about (in some detail) iterative development, evolutionary development, the Unified Process, agile approaches, UML,
- Later on we will advance into more complex concepts that address framework design and architectural analysis.
- Please note that the materials are meant to be foundational.