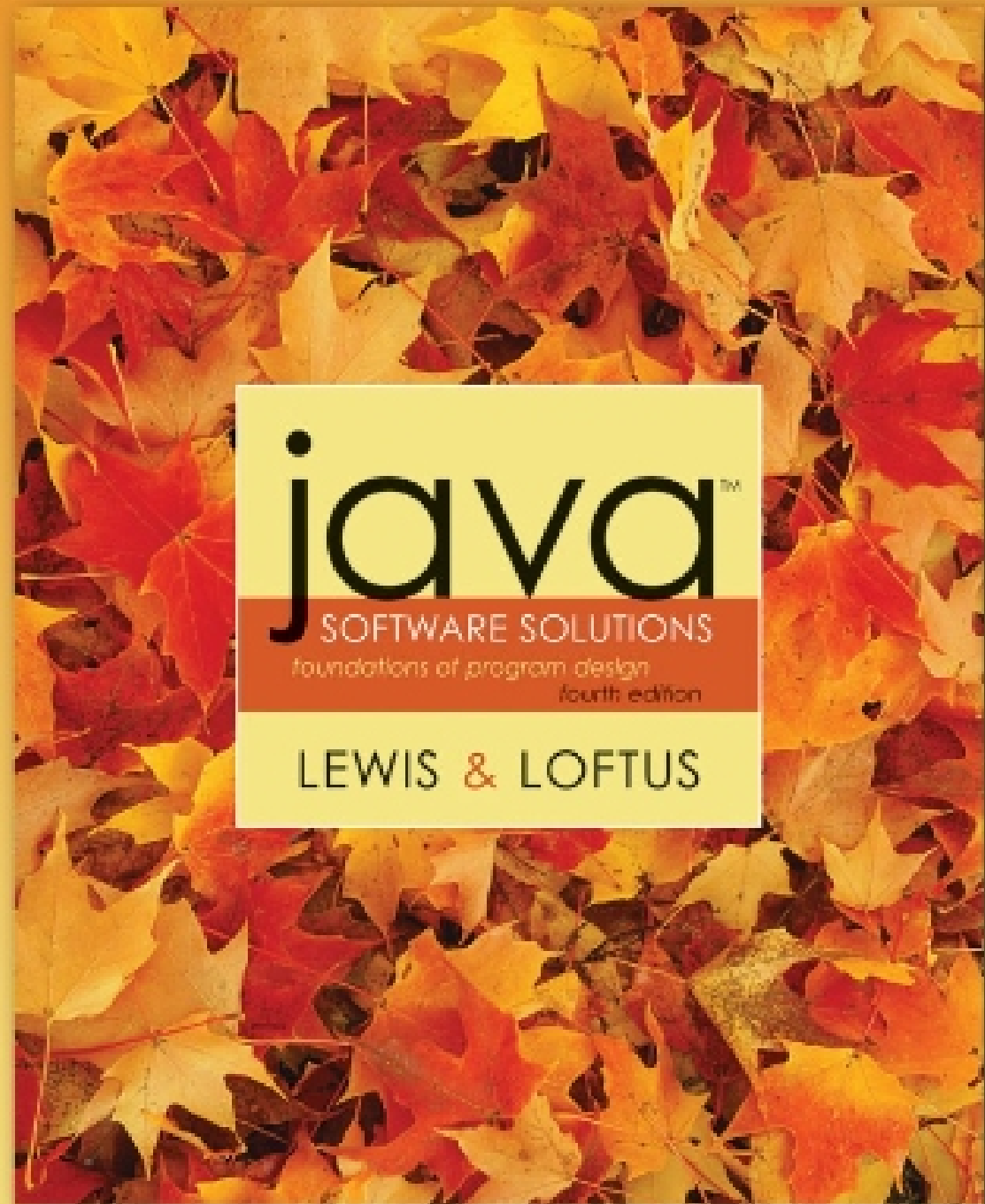


Chapter 6

Object-Oriented Design

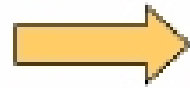
Part 1



Object-Oriented Design

- **Now we can extend our discussion of the design of classes and objects**
- **Chapter 6 focuses on:**
 - **→ software development activities**
 - **→ determining the classes and objects that are needed for a program**
 - **→ the relationships that can exist among classes**
 - **→ the static modifier**
 - **→ writing interfaces**
 - **the design of enumerated type classes**
 - **method design and method overloading**
 - **GUI design and layout managers**

Outline



Software Development Activities

Identifying Classes and Objects

Static Variables and Methods

Class Relationships

Interfaces

Enumerated Types Revisited

Method Design

Testing

GUI Design and Layout