

Object Technology Overview

CDT700

Object Technology Overview is designed to introduce students to Object Technology and its use in today's business problems. This course is intended to provide students a clear understanding of Object-Oriented (OO) concepts.

Audience

- This program is intended for anyone who has a need to know about Object-Oriented concepts, techniques, and approaches

Prerequisites

- This course is intended for those who have a general understanding of information technologies, structured systems, and traditional programming.

Course Length

- One day

Learning Objectives

- Beating the Software Crisis
- Three Keys to Object-Oriented Technology
- Objects: Natural Building Blocks
- Messages: Activating Objects
- Classes: Bringing Order to Objects
- A New Generation of Databases
- Applying the Power of Objects
- Evaluating the Risks and Benefits
- The Future of Software

Teaching Methods

- Lecture
 - Written exercises
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Course Outline

HJ4

Beating The Software Crisis

- The Software Crisis
- How Software is Constructed
- Managing Information
- The Object-Oriented Approach

Three Keys To Object-Oriented Technology

- Introducing Objects
- Introducing Messages
- Introducing Classes
- Programming with Objects

Objects: Natural Building Blocks

- Nature's Building Blocks
- The Anatomy of an Object
- The Power of Abstract Data Types
- The Ideal of Organic Systems

Messages: Activating Objects

- The Anatomy of a Message
- Reusing Names

Classes: Bringing Order To Objects

- The Anatomy of a Class
- Relationships Among Objects
- Building Class Hierarchies

A New Generation Of Databases

- Preserving Objects
- Storing Complex Information
- Building Intelligent Databases

Applying The Power of Databases

- An Industrial Revolution for Software
- The Value of Reusable Components
- A New Approach to Software Construction