

OBJECT-ORIENTED FUNDAMENTALS v. 1.1

Description:

Learn what object-oriented programming is all about. If you are a C programmer who wants to move up to C++ this is the self-paced training course for you. DU's multimedia Object-Oriented Fundamentals course enables you to easily make the paradigm shift from procedural to object-oriented design. It will introduce you to the entire object skill set, from general concepts through analysis, design and implementation. The course includes QuickApp, a commercially available class library, that will assist you in the completion of the labs. This course assumes that you will be using Metrowerks CodeWarrior integrated development environment in the labs. A "lite" version of CodeWarrior is included with the course. Symantec's C++ integrated development environment will work with the labs as well but is not included. This course also includes a copy of the book *Learn C++ on the Macintosh* by Dave Mark. Approximately 40 hours of training.

Facts:

Self-Paced
Apple Developer Catalog P/N: R0560LL/B
\$245.00

Target Audience:

Any C programmer who wishes to learn general object oriented concepts, C++, or fundamental object-oriented design.

Prerequisites:

You must be able to program a simple application in C on any platform.

Equipment:

Hardware:

Macintosh CPU with at least a 68020 processor
10MB of RAM
10MB of hard disk space
CD-ROM drive

Software:

System 7.1.2 or later

Course Outline:

- I. Introduction
- II. Object-Oriented Analysis
 - A. Understanding the analysis process
 - B. Examining an Object in Memory
- III. Object-Oriented Design
 - A. Designing classes
 - B. Implementing classes and program objects
- IV. Designing Class Hierarchies
 - A. Creating derived classes
 - B. Polymorphism
 - C. Inheritance & class hierarchies
 - D. Implementing inheritance
- V. Designing for Modularity
 - A. Objects Using Other Objects
 - B. Information Hiding
 - C. Modularity
 - D. Implementing a Functional Group
 - E. Testing the Design
- VI. Using an Application Framework
 - A. Using MacBrowse
 - B. Exploring QuickApp
 - C. Using a Class Library