

# Object Oriented Design

Karsten Droste

Programming Language



Target Application

# Object Oriented Programming Fast Track

class	
instance	
message	
method	
polymorhism	

# Object Oriented Design

1  
Find the Subjects (Objects)

2  
Find the Verbs  
Find the Relations

# Empty CRC - Cards

**Class:**

**Responsibility**

**Collaborator**

# Soccer Game CRC

Class: **Player**

**Responsibility**

**shoot**

**spit**

**run**

**flank**

**Collaborator**

**Player**

**Umpire**

**Field**

**Ball**

# Soccer Game CRC

Class: **Field**

**Responsibility**

**clear**  
**setup**

**Collaborator**

**Player**  
**Umpire**  
**Goal**

# Soccer Game CRC

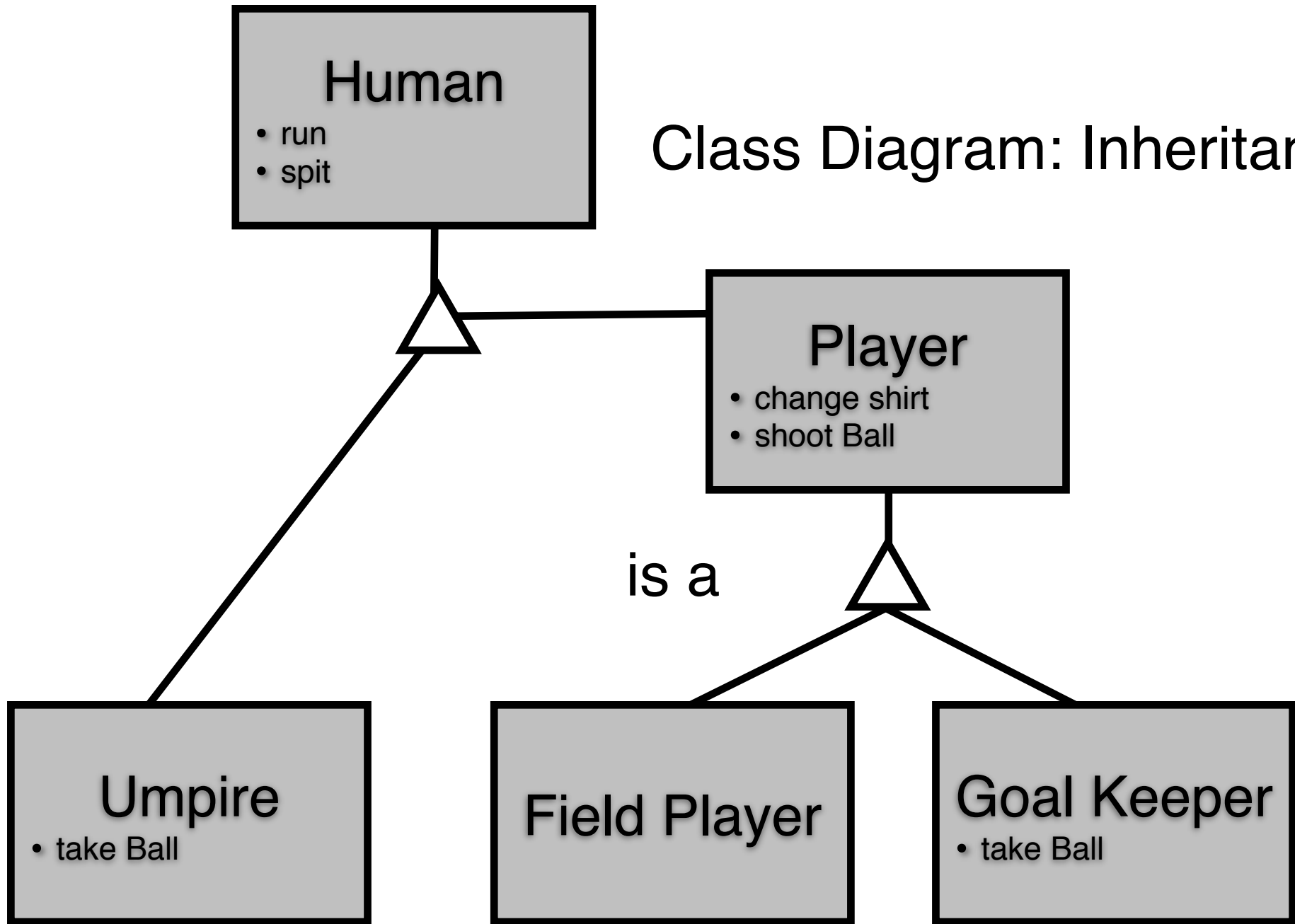
Class: **Umpire**

**Responsibility**

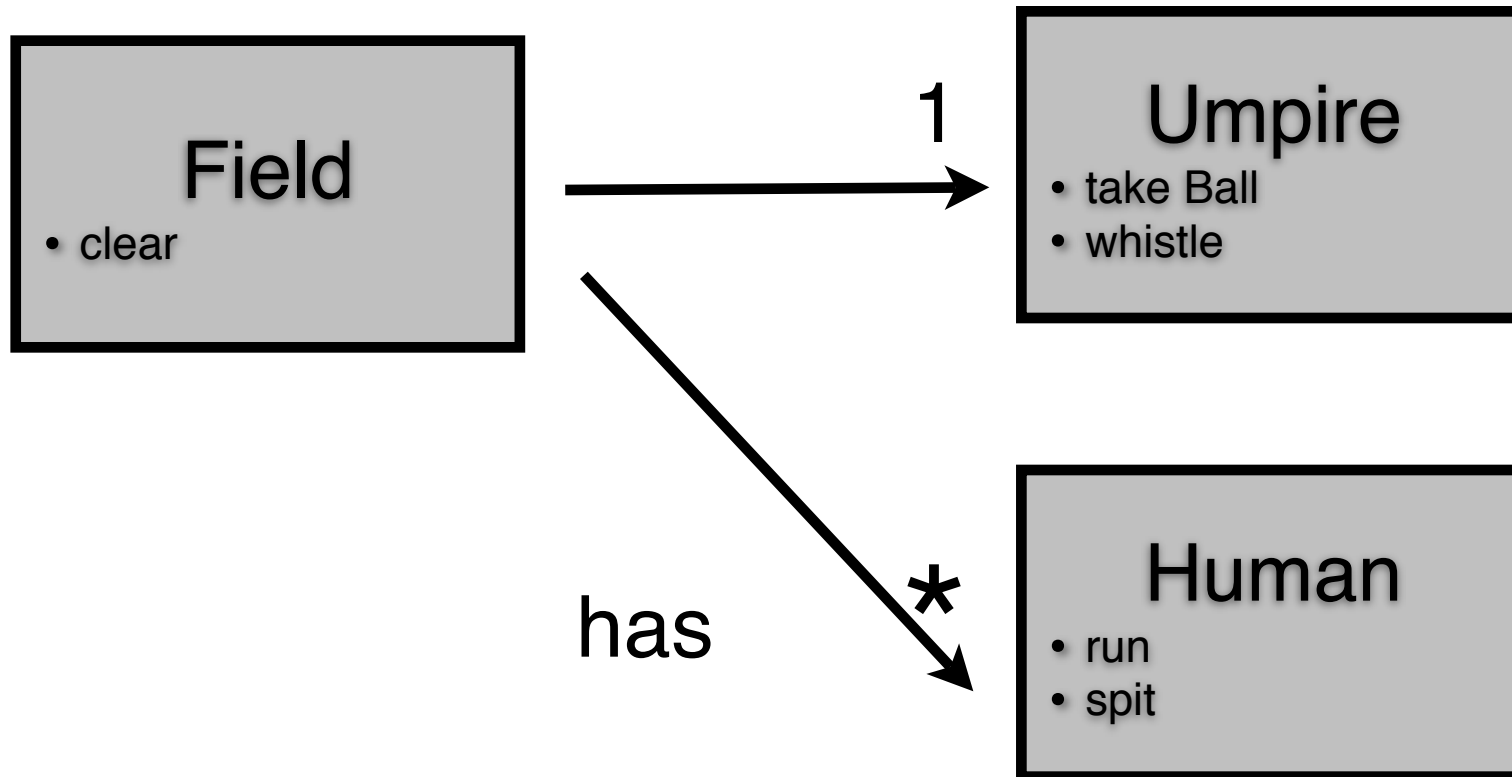
**Collaborator**



# Class Diagram: Inheritance



# Class Diagram: Aggregation



45

seconds of fame

# homework

## group of 3

1. Choose Application Target

- Trainstation
- Street Junction
- Elevator
- Shopping Mall

2. Provide 4-10 CRC Cards

3. Provide Class Diagrams