This two-day workshop is an intensive introduction to an object-oriented application development for participants who need to understand and appreciate this new technology and its place (pros and cons) in analysis, design and implementation of modern computer applications. The workshop is designed to “teach-by-example” – it includes group tutorials and demonstrations of visual modeling and code generation tools.

WHO SHOULD ATTEND:
IT Managers
Application Developers
Consultants
Analysts
Designers
Programmers
System Integrators
Educators
And anyone else who needs to learn the basics of object technology

WHAT YOU WILL GAIN:

• **DISCOVER** why object technology has become such a runaway success.

• **UNDERSTAND** concepts of object technology and issues of object software production.

• **SURVEY** the techniques and methods of object oriented application development.

• **JUDGE** the suitability of objects for your software development.

• **OBSERVE** the demonstration of how CASE tools can be used for the analysis, design and implementation of client/server database applications.

• **LEARN** by solving group exercises, making your own mistakes, getting corrected and analysing speaker’s solutions.
COURSE OUTLINE:

1. GOALS OF OBJECT TECHNOLOGY
   - Objects are the way we use computers today.
   - Object applications are assembled from components.
   - Object solutions involve multiple technologies.
   - Objects support multimedia and workgroup systems.
   - Reasons to move or not to move to object technology.
   - Object and object-relational databases.
   - Object application development - UML (Unified Modeling Language).
   - Latest surveys and statistics about object systems, tools, productivity, etc.

2. OBJECT CONCEPTS AND ISSUES
   - Objects, messages, classes.
   - Object identity.
   - Attributes and relationships.
   - Generalisation and inheritance.
   - Aggregation and containment.
   - Message passing and polymorphism.
   - Object behaviour.
   - TUTORIAL EXERCISES in object modelling.

3. TECHNIQUES AND METHODS OF OBJECT ORIENTED SYSTEM DEVELOPMENT
   - Object methodology and process.
   - Structured vs object application development.
   - Development lifecycle.
   - Building Use Case models.
   - Approaches to discovering objects.
   - MVC - Model, View, Controller approach.
   - Re-using from libraries, frameworks and patterns.
   - TUTORIAL EXERCISES in use case modelling and in the integration of business function and data models.

4. STRATEGIES, PRACTICES, THE FUTURE
   - CASE tools for object-oriented analysis and design.
   - DEMONSTRATION of CASE tools and how they can be used in object-oriented development of database applications.
   - Object-oriented client/server systems.
   - Solution strategies and architectural design.
   - Issues in user interface design and in database design.
   - Risks of object-oriented development.