Object Oriented Analysis, Design & Programming

1. What are some reasons for choosing an OO design approach?

2. How would you modify a traditional (waterfall) development lifecycle to support an object oriented project? (add more time for analysis & design and remove some from implementation cycle)

3. What steps go into the development of an Object Model? (1. Identify classes & relationships 2. Specify cardinality and totality 3. Define inheritance 4. Specify attributes & methods)

4. What is an object? (data & methods that operate on it)

5. Please define these terms:

- Abstraction
- Encapsulation
- Polymorphism
- Inheritance

6. Why is strong type checking good?

7. What are constructors & destructors? How are they used?

8. What is the "default constructor"? (one with no arguments)

9. Explain the difference between overloading & overriding.

10. What are exceptions? How are they used in a program?

11. Is it ok not to catch an exception in a method? Why?

12. Describe the difference between static and dynamic binding. (static takes place at compile time; dynamic happens at run time)