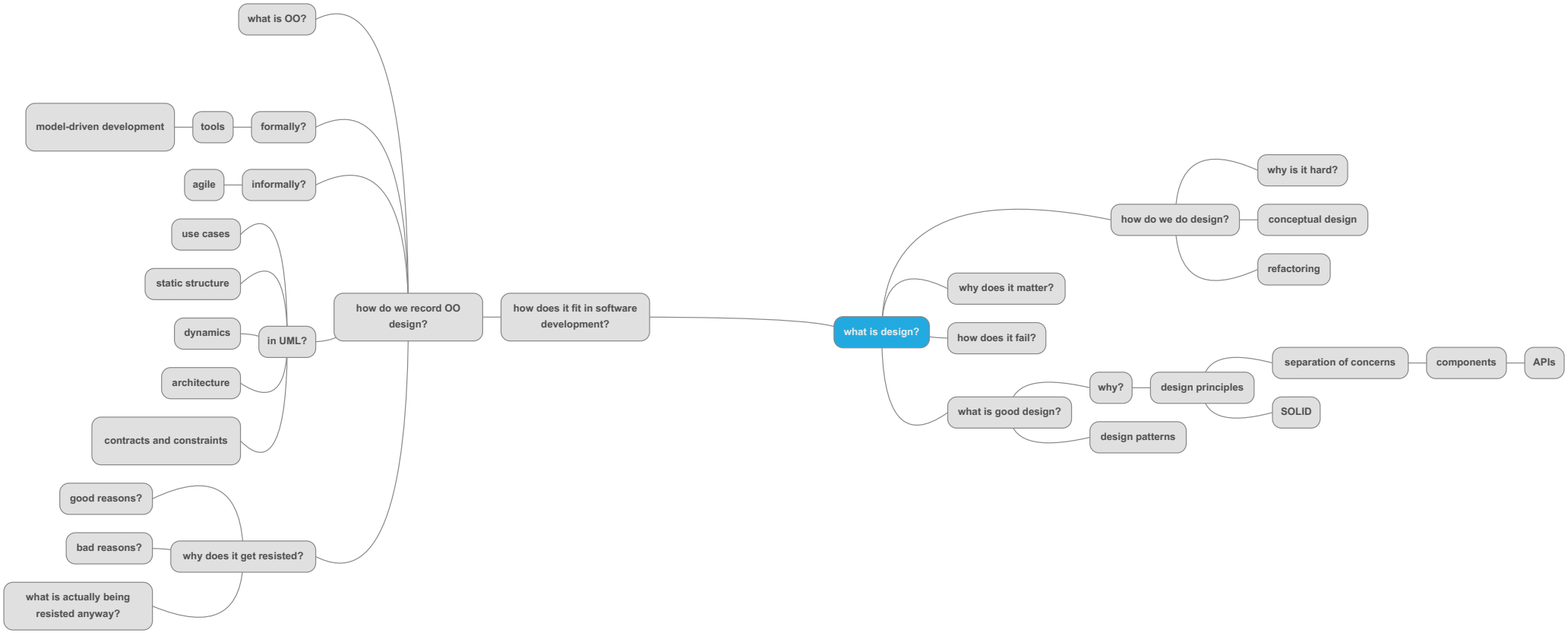
what is OO?
model-driven development
tools
formally?
agile
informally?
use cases
static structure
dynamics
in UML?
architecture
contracts and constraints
how do we record OO design?
good reasons?
bad reasons?
why does it get resisted?
what is actually being resisted anyway?
how does it fit in software development?
why is it hard?
how do we do design?
conceptual design
refactoring
why does it matter?
what is design?
how does it fail?
separation of concerns
components
APIs
why?
design principles
SOLID
what is good design?
design patterns