

# 01 From Analysis to Design

## Our Work in/from Module 226

We focussed on a hands-on approach by defining a rough design and then getting into coding. Focus was on oo-related topics (inheritance, forms of abstractions, polymorphism, etc.).

## Our Work in Module 326

Now we want to take a closer look at the whole software engineering process - from analysis and definition to a proper design before implementation.

Our focus is on object-oriented analysis and design.

Steps to a thorough design:

Description of an application is a starting point for...

- ... defining scenarios and use-cases
- ... identifying possible classes & defining a domain model
- ... working with CRC-cards (Classes / Responsibilities / Collaborators)
- ... establishing interactions between classes
- ... establishing class diagrams (with a focus on detailed class diagrams)

What we will learn in this module:

- a) Steps of a design from analysis to implementation
- b) Applying GRASP (i.e. assigning patterns or principles)
- c) Design Patterns as part of a good implementation