Advanced OOP Analysis:

Welcome to the course!

Object-oriented programming (OOP) is a computer programming model that organizes software design around data, or objects, rather than functions and logic. An object can be defined as a data field that has unique attributes and behavior.

OOP focuses on the objects that developers want to manipulate rather than the logic required to manipulate them. This approach to programming is well-suited for programs that are large, complex and actively updated or maintained.

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Module 1

Pillars of OOP
- Inheritance
- Polymorphism

Module 2

Architecture and Extensibility
- Interfaces and Extensibility
- Cohesion, Coupling, Architecture and Clean Code

Module 3

Strategies in OOP: Patterns and Effective Error Handling
- Design Patterns
- Exception Handling and Error Management

Module 4

Conclusion