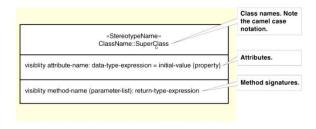
- [Design *Phase*]
- [Software design for SDLC]: Explain
- [Object oriented software design for SDLC]: Explain? Models
 - o [Design class diagrams]: Explain? EG
 - o [Sequence diagrams]: Explain? EG
- [Object oriented design principles]: Components
 - [Object responsibility]: Explain
 - o [*Decrease* Coupling]: Explain
 - o [*Increase* Indirection]: Explain
 - [*Increase* Cohesion]: Explain? EG
 - o [*Encourage* Separation of responsibilities]: Explain
 - o [*Encourage* Protection from variations]: Explain
- [Design class diagrams]: Explain? Types of design class
 - o [Entity class]: Explain? How to represent
 - o [Boundary class or view class]: Explain? EG? How to represent
 - o [Controller class]: Explain? How to represent
 - o [Data access class]: Explain? How to represent

Notation for a design class



· Syntax for Name, Attributes, and Methods



- [Design class]: List of components
 - [Attributes]
 - o [Methods]
 - o [Navigation visibility]
- [Attributes]: Types? EG
 - o [Visibility]: Explain
 - o [Attribute name]: Explain
 - o [Data type expression]: Explain
 - o [Initial value]: Explain
 - o [Property]: Explain
- [Methods]: Parts
 - [Visibility]: Explain
 - o [Method name]: Explain

- o [Parameter list]: Explain
- o [Return type expression]: Explain
- o [Class level methods vs class level attributes]: Explain
- [Navigation visibility]: Explain? Guidelines for navigation visibility
- [First Cut Sequence diagram]: Explain? Components
 - o [Use case controller]: Explain
 - o [Domain classes]
- [Elements of sequence diagram]: Explain? Guidelines for drawing
 - o [Lifeline]: Explain
 - o [Activation lifeline]: Explain
 - o [Messages have origin and destination]: Explain
- [Assumption for first-cut sequence diagrams]: List
 - o [Perfect technology assumption]: Explain
 - o [Perfect memory assumption]: Explain
 - o [Perfect solution assumption]: Explain
- [Multilayer sequence diagrams]: Explain
- [Package diagrams]: Explain