Day - 1	Day - 2
Introduction o Java Fundamentals - Object-oriented Design **Thinking in Objects** o Basics o Coherence, Coupling, and God Classes o What Is an Object? **Defining Behavior and State** o Problems with println() o Money and Delegation: Getters and Setters Are Evil **Extending Classes** o The Is-a Test o Simple Extension and Template Method o Delegation Under Inheritance: Shape o Liskov Substitution: Stack, Ver. 1 o Fragile Base Classes: Stack, Ver. 2	**Defining Class Contracts with Interfaces** o Defining Contracts o Fixing Fragility o Dependency Inversion **Working Without Getters and Setters** o The Open Closed Principle o Builder **Testing OO systems** o Dependency Injection o Summing Up **What Is Object Orientation?** o Course Overview o What is Object Orientation? o From Use Cases to Conceptual Classes o Class Relations o Deriving Software Classes, Part 1 o Deriving Software Classes, Part 2 o Demo: Instance and Static Methods