Opening Discussion

- Do you have any questions about the quiz?
- Have you seen anything interesting in the news?
- Future of Google+.
Definitions of Object

- Author is comparing apples to oranges.
- Language-centric
- Model-centric
- Responsibility-centric
Behavior, Responsibility and Roles

- Behaviors are simple, what you do.
- Responsibilities are things you can expect objects to be able to handle.
- Roles lay out responsibilities for objects in a whole problem.
Protocols

- A convention for sequence of interactions or actions expected by a set of roles.
- Know what you should say and when.
- Note lack of language constructs to enforce protocols.
Role-Object Relation

- Roles and objects can be one-to-one, one-to-many, or many-to-one.
- High cohesion will keep your roles small for any given object.
Compositional Design Principles

- Program to an interface, not an implementation.
- Favor object composition over class inheritance.
- Abstract that which varies.
When you have to vary multiple parameters at once, composition becomes much better than inheritance.

The number of classes grows in an additive way with composition. It grows in a multiplicative way with inheritance.
Closing Comments

- Enjoy your fall break.