

# Technologie Objet



## Component

École Nationale  
Supérieure  
d'Électrotechnique  
d'Électronique  
d'Informatique  
d'Hydraulique  
et des  
Télécommunications

## In brief

> **Code:** N6EN05A

## Presentation

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### Objectives

To learn object-oriented programming using UML and Java languages.

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### Description

Main concepts of object-oriented programming are taught: modularity (class, object, fields, methods, constructors, visibility, etc.), abstraction (interfaces, inheritance, abstract classes, static and dynamic binding, etc.), genericity, exceptions, collections, design patterns, event programming (through graphical user interface programming), unit tests.

A project is done using the SCRUM method (from « Project Management » module) with team of 5 to 7 students on a topic they choose at the beginning on the project.