

24/03/2020

Ambo University, Woliso Campus
School of Technology and Informatics
Department of Computer Science

Object Oriented Software Engineering Individual Assignment

Maximum load: 15%

1. Briefly explain the concepts of **objects** and **classes** in software development then provide your own example with real world application (like Payroll system, bank system and moreIdentify which are classes, objects and attribute) (5%)
2. Compare and contrast the procedural programming with object oriented programming (3%)
3. Discuss the fundamentals difference between OOSE and the traditional counterparts? (3%)
4. Briefly explain what mean by Unified Approach (UA) in object oriented software engineering (2%)
5. Explain the difference between the Unified Approach (UA) and Unified Modeling language (UML) (2%).

Notice

1. Please try you own as this assignment is an individual work, copying from your friend nullify your results
2. Try to complete as soon as you received, the date of submission will be notified through your class representative.