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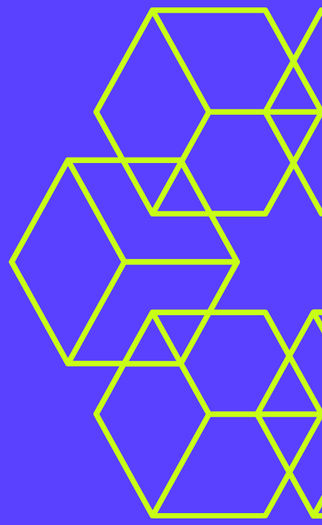
OOP Course Contents



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CHAPTER 1 : INTRODUCTION TO OOP

- Object-Oriented Programming (OOP) Concepts
- Benefits of OOP
- Abstraction and Encapsulation

CHAPTER 2 : CLASSES AND OBJECTS

- Creating Classes
- Creating Objects
- Constructors
- Inheritance and Polymorphism

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CHAPTER 3 : BASIC OOP DESIGN PRINCIPLES

- Single Responsibility Principle
- Open-Closed Principle
- Liskov Substitution Principle
- Interface Segregation Principle
- Dependency Inversion Principle

CHAPTER 4 : ADVANCED OOP CONCEPTS

- Design Patterns
- Composition and Aggregation
- Object-Relational Mapping (ORM)
- Aspect-Oriented Programming (AOP)

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CHAPTER 5 : OOP IN PRACTICE

- Real-World Examples of OOP
- Designing and Building OOP Systems
- Testing and Debugging OOP Systems