
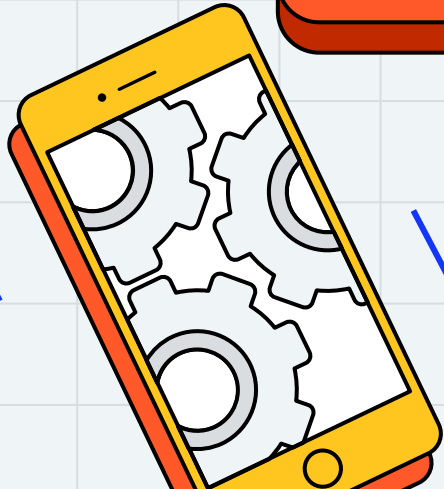




# Application

# Programming



Hend Alkittawi





# Design Workshop

How to approach an app design!



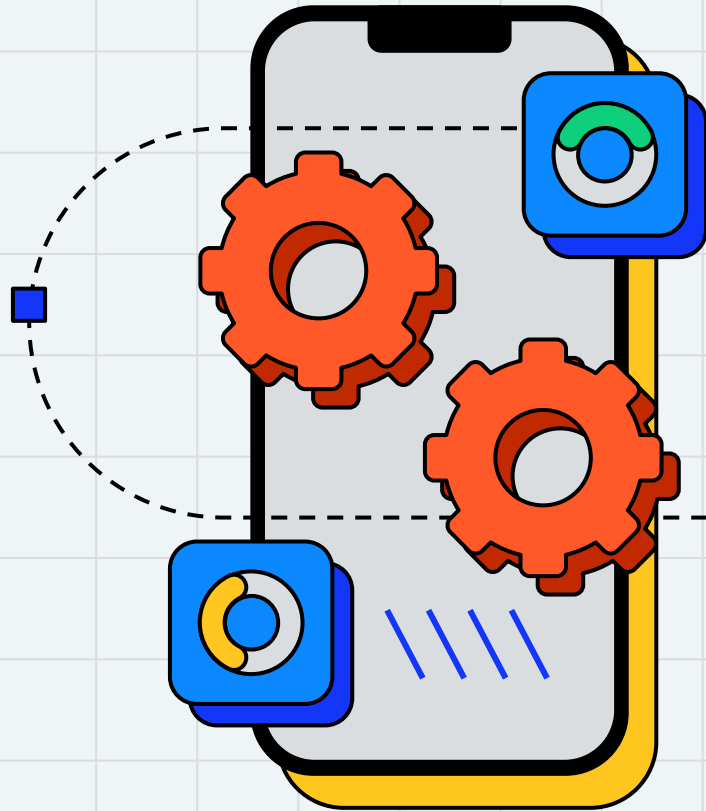
# INTRODUCTION

Think about the classes you need to create for a Payroll System application!

[\\*Reference Document](#)

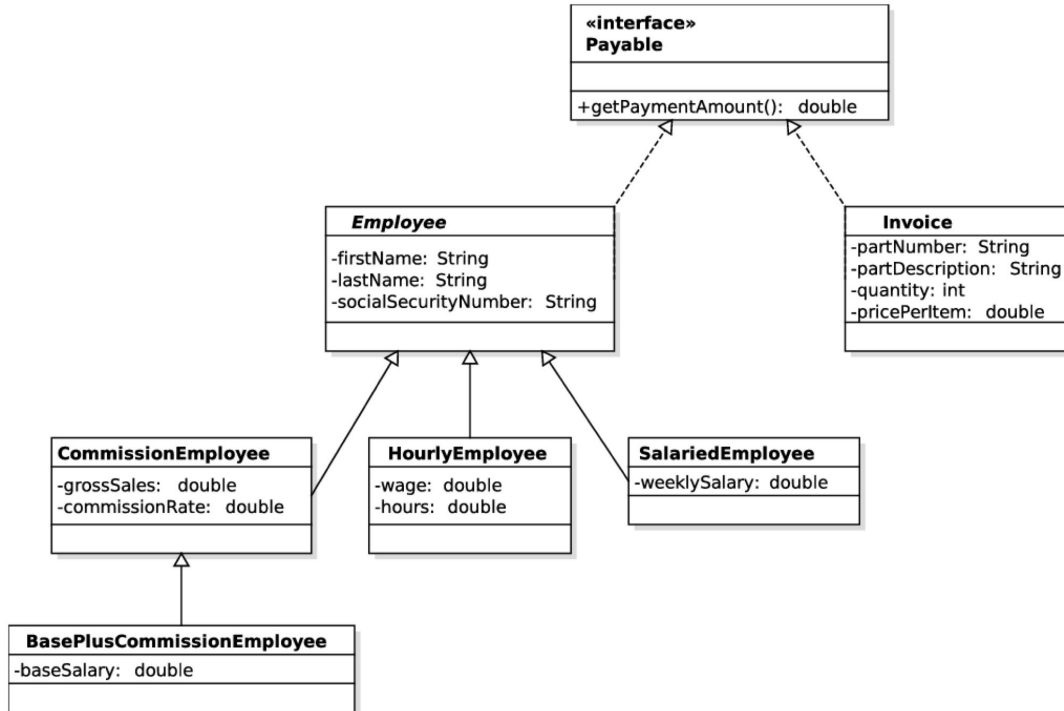
# IMPORTANT

At the design stage in an object oriented system you will often find that certain classes are closely related. You should factor out common instance variables and methods and place them in a superclass, then use inheritance to develop subclasses, specializing them with capabilities beyond those inherited from the superclass.



# DEMO

- UML diagram for the Payroll System in Chapter 10

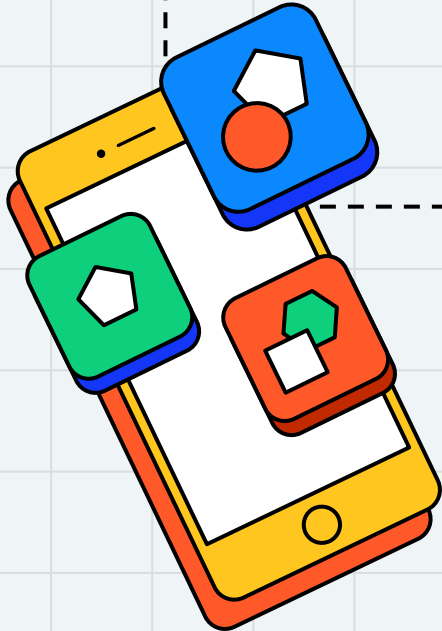




## Eclipse Hint!

The graphic features a central orange rounded rectangle with the text 'Eclipse Hint!' in white. To its right is a yellow rounded square with a green play button icon. Further right are two orange gears of different sizes. A dashed line with a blue rectangular segment at the top connects the hint box to a smartphone on the left. Another dashed line with a green circular segment at the bottom connects the hint box to the right side of the page.

- To automatically generate getters and setters, right-click in the code editor > Source > Generate getters and setters.
- This functionality is to save expert developers some time. Use it when you are at that level!





**THANK**

**YOU!**



## DO YOU HAVE ANY QUESTIONS?



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By Appointment



Online