Object-Oriented Design

Processes:
- Thermostat - regulates temp
- Volume regulator
- Master control
0-0 Design approach
1. Start with “typical” example
2. Identify methods required for various objects
3. Group into classes based on similar methods
4. Create a hierarchy of classes
   - 
   - Create push methods as high as possible

   \[ \text{inheritance (reuse)} + \text{polymorphism} \]
5. Look for places to exploit polymorphism
   - Can a type be considered a special case of another type w/ benefits?