

About the course Object Oriented Software Engineering OOSE

Object-Oriented Software Engineering (OOSE) is a software design technique that is used in software design in object-oriented programming. OOSE is developed by Ivar Jacobson in 1992. OOSE is the first object-oriented design methodology that employs use cases in software design.

Programming Category's Courses

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Lesson 6 : [inheritance | Object oriented software engineering](#) |

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Lesson 22 : [uml class diagrams with example](#)

Lesson 23 : [UML use case diagram | object diagram | by bhanu priya](#)

Lesson 24 : [sequence and collaboration diagram | uml interaction diagrams |](#)

Lesson 25 : [state and activity diagrams | UML |](#)

Lesson 26 : [uml component diagram | deployment diagram | by bhanu priya |](#)

Lesson 27 : [difference between UML and ER diagrams | by bhanu priya |](#)

Lesson 28 : [structural modeling in uml | part 1 2|by bhanu priya](#)

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Lesson 30 : [uml behavioral modeling | part 1 2| by bhanu priya](#)

Lesson 31 : [UML behavioral modeling | part 2 2 | by bhanu priya](#)

Lesson 32 : [software development life cycle | part 1 2 |by bhanu priya](#)

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for Business Contact
business@mindluster.com