Greetings-

Just wanted to let everyone know that I’m back from a very interesting meeting at the UML 2004 conference. There is much activity in the MDA and UML space and I will fill you in the latest and greatest at our next class meeting.

At our next session (#4) we will:

- continue our design pattern discussions (as usual)
- dig deeper into UML taking a look at state diagrams, activity diagrams and component diagrams in more detail. to help get ready for state machine thinking, I found an interesting web site [http://www.rwc.uc.edu/koehler/comath/java/finite.html](http://www.rwc.uc.edu/koehler/comath/java/finite.html) where you may want to try out your state machine skills.
- work through an example of how a UML profile is used to add additional semantic information to a UML diagram. Specifically I will talk us through Figs 4-19, 4-20 and 4-21 from the Real Time UML book by Bruce Powell Douglass. As discussed in class, I have added this book to the textbook list on the class web site. However, it is not “required” in the sense that you must buy the book to pass the class. I will bring handouts to class of material from the book I want you to know.
- take a look at Java’s J2EE architectural framework and how it addresses some of the architectural issues posed in our textbook, Software Architecture in Practice.

**Readings and Quizzes**

There will be three more quizzes that will be essentially objective questions about readings. I think having short quizzes is a useful way to get you to read and absorb key concepts in architecture and design. The format of the quizzes will multiple choice and short answer. These quizzes will be “closed book but open note card”. You will be allowed to bring one 3x5 note card with whatever you want to write. The quiz will occur at 9 AM and you will have 30 minutes to complete it.

**Session 4 Quiz**  
Quiz will cover chapters 2-5 from Frankel’s Model Driven Architecture (MDA) book.

**Session 5 Quiz**  
MDA book: chapters 6-7  
Bass et. al, Software Architecture in Practice (SA) book  chapters 2-5

**Post Session 5 Quiz**  
SA book: chapters 9-11, 16  
Design Patterns book – understand how all the patterns work