Syllabus
CSE 8313 Object-Oriented Analysis and Design
Spring 2006

Course Overview
Object technology has matured significantly over the past 15 years and its basic concepts have become part of mainstream software development. During the semester we will explore the various dimensions of object-oriented analysis and design. The course will focus on three main themes:

1. Objects, OOA&D, UML
2. Design Patterns & Heuristics
3. Design issues for concurrent systems and real-time

Textbooks:

Grading:
Exams: 40%
Homework: 35%
Term Report and Presentation: 15%
Class participation: 10%

Exams.
- There will be five exams, one at the beginning of each class.
- Exams will start at 8:30. You will be allowed a 3x5 index card
- The lowest exam grade will be dropped; if you have an emergency and cannot make an exam, then the missed exam will be the dropped grade.
- No makeup exams will be given

Assignments
- There will be 5 assignments.
- A hardcopy version of your assignment will be due at the beginning of class.
- Please also submit a zip file of your assignment to blackboard. This will serve as backup and allow me to post your grade on blackboard.
- If for any reason you cannot submit a hardcopy version of your assignment at the beginning of class you may do an electronic only submission. The penalty for electronic only submission is 5% for homework submitted on the due date. Electronic submissions after the due date will incur an additional 5% penalty for every 3 days late.
Project Report

Each student will pursue a topic of their choice during the semester. Some suggested topics are listed below. Project reports and presentations are due at the last class. Your report should be 10–20 pages. Be prepared to make a 10-15 minute presentation of your topic. The topic can be from any area related to object technology. Your topic must be selected by session 2. Your pursuit of your topic should be chronicled in a weblog during the semester. If done well, your final report should be constrictable from your weblogs. During the semester you be expected to give periodic reports of progress on your topic and be expected to be the class expert on the topic.

A List of Possible Topics:

Object-Oriented Testing
Aspect Oriented Programming – tutorial and examples
Eclipse Framework – tutorial and development of a plug-in
Object Constraint language
Silicon Objects
Advanced design patterns
Service Architectures – what role for objects?
Object Technology in Scripting Languages

Report Requirements

- The report should be organized in sections and subsections
- An abstract should be provided
- A list of annotated references should be included

Report Grading

- content 60%
- presentation 30%
- organization 10%