Overview
Objects today are no longer a radical idea. The concepts underlying object technology pervade all aspects of software technology. In this course we will explore the many aspects of object technology as it applies to current software engineering practice.

Major Topics
- Object Oriented Analysis
- Object Oriented Design
- Unified Modeling Language (UML 2.0)
- Object-Oriented Languages
- Object Testing
- Model Driven Architecture (MDA)
- Object Constraint Language (OCL)

TextBook(s)
We will be using a collection of articles from 10 books, available at SafariU from O’Reilly publishers. A packet of readings will be available from the SMU bookstore in early October. You will also have electronic access to the content of the following ten books. We will be doing selected readings from them.

- Object-Oriented Thought Process, The, Second Edition
- Object Design: Roles, Responsibilities, and Collaborations
- Service-Oriented Architecture: A Field Guide to Integrating XML and Web Services
- UML 2.0 in a Nutshell
- Object Constraint Language, Getting Your Models Ready for MDA, Second Edition
- Object-Oriented Design Heuristics
- Design Patterns Explained A New Perspective on Object-Oriented Design
- Java in a Nutshell, 5th Edition
- XML in a Nutshell, 3rd edition
Schedule
We will meet on the following Saturdays:
- October 6
- November 3
- November 17
- December 1
- December 15

Grading
Exams (4)  1/3
Homework (4)  1/3
Project  1/3

Exams:
There will be 4 (approximately 30 minute exams) at the beginning of classes 2,3,4 and 5, based on assigned readings.

Project:
There will be a final project and presentation due on Dec 15. Project topics can range across all aspects of object technology. The final project report should be in the range of 10-15 pages. Consult with your instructor before embarking on your project.

Blackboard
We will be using the SMU Blackboard Online Course Management in conjunction with this class.