CS 6359 – Object-Oriented Analysis and Design

Course Information

Course Number/Section	*CS6359*
Course Title	*Object Oriented Analysis and Design*
Term	*Fall 2014*
Days & Times	*MW 8:30 – 9:45am*
Location	*ECSS 2.410*

Professor Contact Information

Instructor	*Dr Mehra Nouroz Borazjany*
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Office hours	*MW 10:00 – 11:00 pm, ECSS 4.203*
Phone	*TBA*
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Course Pre-requisites, Co-requisites, and/or Other Restrictions

Prerequisite: *CS 5354 (SE 5354) Software Engineering, or CS 3353 (SE 3354)*

Course Description

This graduate course is intended to provide an in depth understanding of object oriented approaches to software development, in particular to the analysis and design phases of the software life cycle. Topics include notation, methods, competing methodologies, issues in object oriented development, and recent advancements which complement traditional object-oriented methodologies.

Student Learning Objectives/Outcomes

1) Ability to understand and use the UML notation
2) Ability to understand and apply methods for Object- Oriented Analysis
3) Ability to understand and apply methods for Object- Oriented Design
4) Ability to understand and use Object-Oriented Design Patterns in writing programs.

Required Textbooks and Materials

Text: "Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development, Craig Larman, ISBN: 013 148 9062, Prentice-Hall, 2005.

Assignments & Academic Calendar: ***These descriptions and timelines are subject to change at the discretion of the Professor.***

Date	Topic
Aug 25	Classes Begin
Sep 8	Assignment 1 due
Sep 15	Project Part 1 due
Sep 29	Assignment 2 due
Oct 15	Project Part 2 due
Oct 31	Assignment 3 due
Nov 17	Project Part 3 –Review
Dec 8	Final Exam

Grading Policy

- One team project with three planned increments: 45%, equal weight. All students are required to attend all presentations and attendance is part of the project score (10%).

  Team members are required to work together throughout the project. You should plan on committing your time and effort to the teamwork. Teams that do not work together produce very poor results and score poorly! Teamwork, teamwork, teamwork! Keep this in mind. Make sure perform well in your team. The peer evaluations submitted by your peers will affect your project scores. Each negative point, i.e., "-1", deducts 1% from your teamwork score. For example, if your team gets 90 for increment 1, and you receive five "-2" in your peer evaluations, then your score drops to 80. Teams or team members should report to the instructor as soon as possible if there are problems in the team that will affect teamwork.

- Three individual homework assignments with weights 5%, 10% and 10%, respectively. Identical or highly similar solutions could result in zero point and academic discipline.

- One final exam 20%.

- Pop quiz 10%. There are number of pop quizzes, equal weight, whichever is lower. The exact number of pop quiz is nondeterministic. Pop quiz can take place any time during the class and on any class day. No make-up if missed unless you inform the instructor beforehand of any event that prevents you from attending the class. In case of sickness, the student is required to present a doctor letter as a proof. In these cases, a make-up pop quiz will be provided.

The base grading scale given below may be adjusted based upon the performance of the class as a whole:

Total Score	>=85	>=70	>=60	>=50	<50
Grade	A	B	C	D	F

Even if you get 84.99 your grade will be a “B”, not an “A” though it is so close to 85.

For detailed information about University policies and procedures related to this syllabus, please refer to http://go.utdallas.edu/syllabus-policies.