CSE 3421 Software Design Methods (3 credits)

Primary instructor: Keith Gallagher

Supporting instructor: Cem Kaner

Textbooks and references:

C. Larman, <u>Applying UML and Patterns: An Introduction to Object-Oriented Analysis</u> and <u>Design and Iterative Development</u> (3rd Edition). Upper Saddle River, NJ, USA: Prentice Hall PTR, 2004. (T)

Course information:

2014–2015 Catalog description: CSE 3421 Software Design Methods (3 credits). Explores methods for the design of software systems. Includes formal specifications of software behavior, object-oriented analysis/design and structured analysis/design. Prerequisites: CSE 2410.

Prerequisites by topic: Basic knowledge of concepts in software engineering and software development

Place in program:

Computer Science Program: Advanced elective

Software Engineering Program: Required

Course outcomes & related student outcomes: The student will be able to

- 1. Understand and use multiple methods for the design of software systems. (4c: Trade-offs in design choices)
- 2. Perform object-oriented analysis and create object-oriented designs. (1: Fundamental knowledge)
- 3. Develop use cases to capture and understand requirements. (4b: Satisfaction of requirements)
- 4. Develop domain modules as a basis for design. (1: Fundamental knowledge)
- 5. Use design patterns to develop software designs. (4c: Trade-offs in design choices)
- 6. Practice software design in team environment. (8: Effective teamwork)

Topics covered:

- 1. Object-oriented analysis and design, the unified process (6 hours)
- 2. Inception (envision of product scope, vision, and business case) (2 hours)
- 3. Domain models, system sequence diagrams, operation contracts, requirements-to-designto-implementation (4 hours)
- 4. Models (4 hours)

- 5. Interaction diagrams (4 hours)
- 6. GRASP patterns (4 hours)
- 7. Model refinement and generalization (4 hours)
- 8. Statechart diagrams, architecture, and package organization (4 hours)
- 9. Architectural analysis and additional use cases (4 hours)
- 10. Persistence (3 hours)

Approved By: Keith Gallagher, Associate Professor, Director of Software Engineering Programs & Cem Kaner, Professor

Date: 2/2/15 Date: 2/2/15 Qai Signature: Signature: