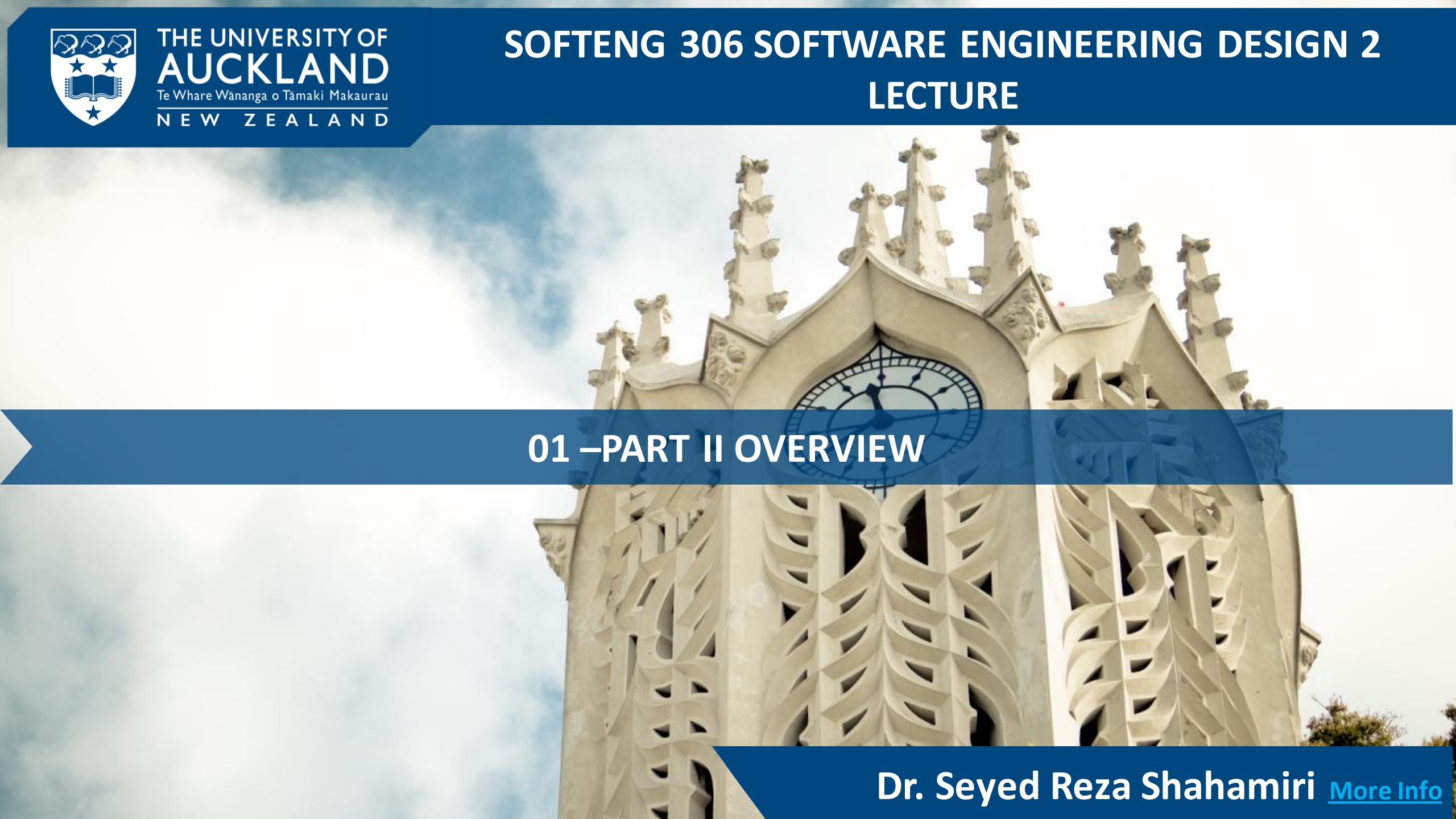


THE UNIVERSITY OF AUCKLAND
Te Whare Wānanga o Tāmaki Makaurau
NEW ZEALAND

SOFTENG 306 SOFTWARE ENGINEERING DESIGN 2 LECTURE

01 –PART II OVERVIEW

Dr. Seyed Reza Shahamiri More Info

Teaching Team

- Dr. Oliver Sinnen – Course Coordinator – Part I Lecturer o.sinnen@auckland.ac.nz
- Dr. Reza Shahamiri – Part II Lecturer – reza.Shahamiri@auckland.ac.nz
- Teaching Assistants
  - Harris Mumtaz hmum126@aucklanduni.ac.nz
  - Vilia Li vli121@aucklanduni.ac.nz

How to contact

- Piazza as first option
- Email (Subject: SE306)
- Meeting
  - Email in advance for a suitable time (outside regular lectures)

Lectures (Part II)

- Approximately three weeks (weeks 7 to 9, i.e. 21st September to 11th October)
- Location (all lectures): Weeks 7 and 8 on Zoom, Week 9 Building 303 - Sci Maths & Physics, Room G01????
- Time:
  - Mondays 10am-12pm
  - Tuesdays 9am-10am

Reza Shahamiri

BE @ IAU (Software Engineering)

Started Postdoc @ UM

PhD in Computer Science @ UTM
(AI based Test Oracles)

Senior Lecturer of Software Development @ MIT Manukau

2004 | 2007 | 2011 | 2012 | 2014 | 2020

ME @ IAU (Software Engineering)

Senior Lecturer of Software Engineering @ UM

Senior Lecturer of Software Engineering @ The UoA

Haris Mumtaz — Graduate Teaching Assistant

- Doctoral Candidate in the HASEL group of the University of Auckland.
- Conducting research to make good quality software products.
- Part-time graduate teaching assistant for SE courses.
- A happy dad!
- Contact: hmum126@aucklanduni.ac.nz

Vilia – Teaching Assistant

- Final year Computer Systems Engineering and Commerce student
- Currently studying Finance and Economics at the Business School
- Sucks at playing imposter for Among Us

Students

- Part 3
  - Software Engineering,
  - Computer Systems Engineering?
- Others?

- Software Design Experience?
- Any professional software developer?

Part II Pre-Requisites

- Strong Java object-oriented programing, design, and modelling skills
- Basics of Software Design, architecture, principles, etc.
- Basics of software measurement metrics and software quality attributes
- Strong communication and team working skills

Part II Objectives

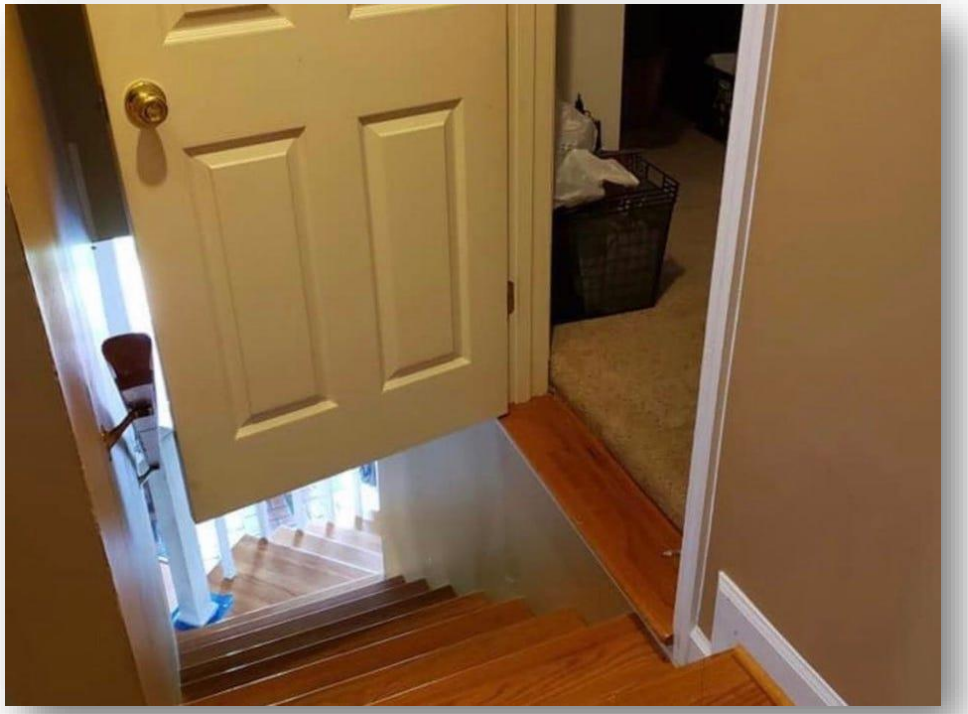
- To design and implement high quality software by applying software engineering best practices and clean design principles.
- To distinguish between bad and good design and being able to refactor design.

Part II Learning Outcomes

- Identify software design smells
- Critically analyze the effects of design smells on software quality
- Improve design by applying design principles and eliminating software bad smells
- Objectively measure software and describe software quality attributes
- Demonstrate the above in action

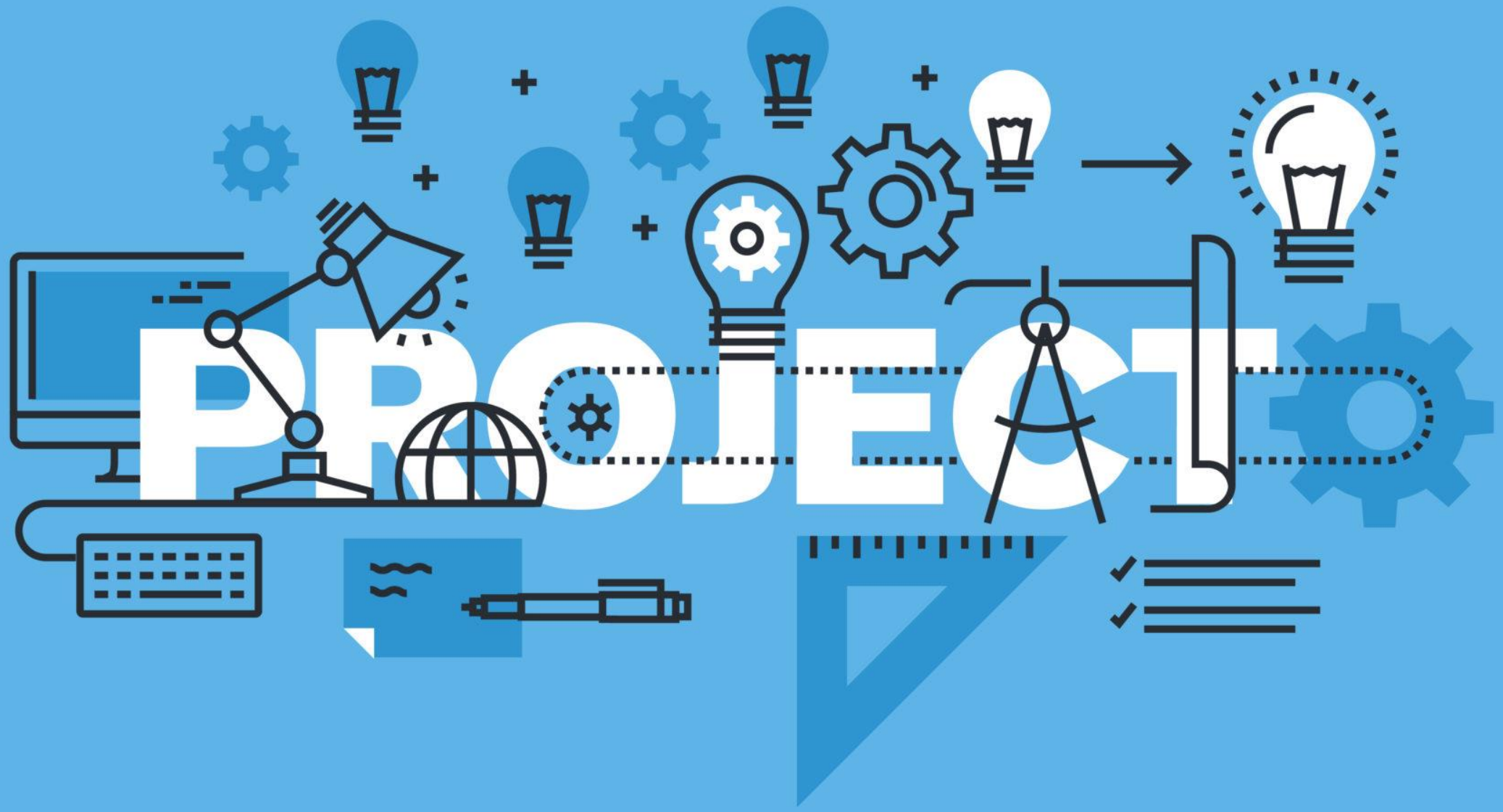
Why Part II?

So that instead of designing this



You design this


CANVAS


PROJECT