Software Development with UML and Java 2

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Two SDJ2 Teachers

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Course Content Overview

- Introduction to threads and multithreading

- Client-Server concepts

- Design patterns

- Testing

- Advanced Multithreading

- Course assignment from time to time

Course Plan

Week	Day	SDJ2
35	Tue	Introduction/Threads 1
	Fri	Threads 2 (sync etc)
36	Tue	State pattern
	Fri	Observer
37	Tue	MVVM1
	Fri	MVVM2
38	Tue	Course assignment 1
	Fri	Course assignment 1
39	Tue	Sockets 1
	Fri	Sockets 2 (JSON)
40	Tue	Singleton, Factory method
	Fri	(MVVM + Sockets) + Factory
41	Tue	Course assignment 2
	Fri	Course assignment 2
42		
43	Tue	RMI
	Fri	RMI
44	Tue	Course assignment 3
	Fri	Course assignment 3
45	Tue	Proxy & Adapter
	Fri	Testing - Junit
46	Tue	Producer/Consumer, Blocking queue
	Fri	Readers/Writers + Deadlock
47	Tue	Course assignment 4
	Thu	Course assignment 4/ Exam Info

SDJ2 Requirements

✓ Be active and participate

    ✓ in class

✓ Course assignments handed in before deadline

SDJ2 Examination

➢ 20 minutes oral exam

➢ Exam will be based on assignments during the semester and will be handed out in the last session (lots of time before the exam)

➢ You'll explain the theory and show UML diagrams and prepared code examples

➢ Diagrams and codes can be taken directly from your solution to the course assignments

➢ No live coding

Groups

❏ **Programming groups**

❏ SEP2 groups (doing exercises together)

❏ Pair programming groups

❏ Study groups doing SDJ2 exercises together