

LDTS 2022/2023

Course Content

- Git / Java / Gradle
- Unit Testing / Test Driven Development
- SOLID Principles
- UML: Class and Sequence Diagrams
- Design Patterns
- Refactoring and Code Smells

Master Plan — Theoretical Classes

wk	date	Lecture
1	12-Sep	Introduction Tools for collaborative software development (Git, Github, Slack) A very brief introduction to Git: <ul style="list-style-type: none">- Basics and Git as a local VCS.- Branches, remotes and workflows. Java: Quick introduction.
2	19-Sep	System Build; Software Configuration and Build Patterns (Secção 25.2 de Sommerville; Secções 8.1.3 e 25.1de Sommerville) Gradle Build System More on Java: <ul style="list-style-type: none">- Types, literals and variables.- Loop and conditional blocks.- A small introduction to classes and the Hello World example.- Collections.
3	26-Sep	Metrics and Measurment Unit Testing: <ul style="list-style-type: none">- Test levels and test types.- Unit Testing JUnit <ul style="list-style-type: none">- Mocks and Stubs using Mockito- Test Coverage and Mutation Testing (Secções 24.3 e 8.1.2 de Sommerville, Path Testing, Cyclomatic Complexity and Design-by-Contract. Reviews and Inspections, Back and White-Box Testing)
4	3-Oct	Design-by-Contract. Test-first, Incomplete Specification e Mocks are not Stubs (Secções 8.1.1 e 3.2.3 de Sommerville)
5	10-Oct	Design Principles. Interfaces and Abstractions Design as Structure and as Process. SOLID Principles: <ul style="list-style-type: none">- [SRP] Single Responsibility- [OCP] Open/Closed- [LSP] Liskov Substitution- [ISP] Interface Segregation- [DIP] Dependency Inversion UML Class, State, Sequence Diagrams. (Secção 7.1 de Sommerville)
6	17-Oct	Design Patterns <ul style="list-style-type: none">- Factory-Method- Command- Composite- Observer- Strategy- State- Adapter- Decorator- Singeton
7	24-Oct	Refactoring (Secções 3.2.2, 8.2 e 9.3.3 de Sommerville): <ul style="list-style-type: none">- Code Smells (Chapter 8 de Code Complete)- Refactoring Techniques
8	7-Nov	Software Reuse <ul style="list-style-type: none">- Libraries vs. Frameworks- JUnit as an example of a framework (Introduction of Chapter 15 and Sections 15.1, 15.2, and 7.2 of Sommerville's book)
9	14-Nov	Testing the system end-to-end: JMeter Profiler and Debugging tools
10	21-Nov	Enterprise Application Architecture Organizing the domain logic Distribution patterns (Capítulos 9 e 15 de Patterns of Enterprise Application Architecture --- PEAA)
11	28-Nov	Web-Presentation Patterns (Capítulo 14 de PEAA)
12	5-Dec	Offline Concurrency Patterns Object-relational behavioral patterns Session state patterns (Capítulo 14 e 5 de PEAA; Capítulos 6, 11, 17 de PEAA)
13	12-Dec	Software Implementation Overview <ul style="list-style-type: none">- Coding Standards- Coding Rules- Defensive Programming

Master Plan - Practical Classes

wk	date	Recitation
1	12-Sep	No classes
2	19-Sep	A Brief Introduction to Java and Git
3	26-Sep	Java / Gradle
4	3-Oct	Java / Gradle
5	10-Oct	Unit Testing with JUnit and Spock
6	17-Oct	Unit Testing with JUnit and Spock
7	24-Oct	SOLID
8	7-Nov	Design Patterns
9	14-Nov	Refactoring
10	21-Nov	Project
11	28-Nov	Project
12	5-Dec	Project
13	12-Dec	Project Demo'ing

- Labs: Create your own project on GitHub and share with the teacher of your lab.
 - You will have feedback on the lab on the week after you do it, in class
- Project: We will be using GitHub Education: you will receive an invitation to the workspace soon enough.

Main Bibliography

- Bruce Eckel; Thinking in Java. ISBN: 0-13-027363-5 (4th edition)
- Russ Miles and Kim Hamilton; Learning UML 2.0. ISBN: 978-0-596-00982-3
- Kent Beck; Test-driven development. ISBN: 978-0-32-114653-3
- Erich Gamma... [et al.]; **Design Patterns**. ISBN: 0-201-63361-2
- Martin Fowler: with contributions by Kent Beck... [et al.]; **Refactoring**. ISBN: 0-201-48567-2
- Mauricio Aniche: Effective Software Testing; ISBN-13. 978-1633439931

Evaluation

- To obtain frequency, students may not exceed the maximum number allowed of missed classes. Attendance will be registered in practice sessions.
- You must obtain a minimum of **40%** in all evaluation components.
- Final grade will be calculated as follows:

5%		55%			20%		20%	
Class Participation	Project					Test 1 (individual)	Test 2 (individual)	
	Intermediate Report	Final Report	Code					
10%		30%		60%				

Communication



slack

<https://feup-ldts.slack.com>

https://join.slack.com/t/feup-ldts/shared_invite/zt-1g3094g83-3mPwZa6zxno70nVjCPI0GQ

Contents will be shared on Moodle:

<https://moodle.up.pt/course/view.php?id=1518>