UTCN / Computer Science Department Software Design 2020-2021

SCHEDULE

Week	Course Lecture Topic	Laboratory activities	Project activities	Deliverables
W1	OO Concepts Review, SOLID	Revision exercises (OOP, UML)	Discuss projects / choose project	
W2	GRASP, Package Design Principles	Database connection and operations – exercises	Final deadline for choosing the project Project Deliverable 1 – presentation and discussion - Inception: Software Requirements, Vision, Use Case Model, Supplementary Specification, Glossary	L1_Revision Homework: all problems resolved
W3	Arhitectural Patterns (Layers, Client-server, Broker, MVC)	Package and class design principles – exercises Assignment presentation and discussion	Project Deliverable 1 – progress and discussion	L2_Database_Operations: Database diagram + sql script to create the database + unit tests for each DB operation
W4	BLL – Domain driven design (Entities, services, repositories, aggregates), Intro to Services (Soap, Rest)	Architectural patterns and styles – A1 – exercises Assignment A1 – progress and discussion	Project Deliverable 2 – presentation and discussion Elaboration – Iteration 1.1: Domain Models, Architectural Design (architectural patterns and styles, package design, component diagrams, deployment diagrams)	Project Deliverable 1: Vision, Use Case Model, Supplementary Specification, Glossary documents
W5	SOA - Volatility driven design (iDesign)	Architectural patterns and styles	Project Deliverable 2 – progress and discussion	Assignment A1
W6	Data access (DAO, Data Mapper, Lazy load, identity map)	SOA exercises Assignment A2 – presentation and discussion		Project Deliverable 2: Domain Model, Architectural Design, Component and Deployment diagrams
W7	Live coding session	XML basics – exercises Assignment A2 – progress and discussion	Project Deliverable 3 – presentation and discussion Elaboration – Iteration 1.2: Design Model (UML sequence, collaboration diagrams, UML class diagrams, design patterns), Data Model	
W8	Concurrency (Optimistic/Pessimistic) Presentation patterns (Page/Front contoller, Template/Transform View)	Front-end exercises	Project Deliverable 3 – progress and discussion	Assignment A2
W9	Creational DP	Creational design patterns – exercises Assignment A3 – presentation and discussion		Project Deliverable 3: Design Model, Data Model

W10		Structural design patterns – exercises	Project – presentation and discussion	
		Assignment A3 – progress and	Elaboration – Iteration 2: Package design	
	Structural DP (Composite, Decorator, Proxy,	discussion	refinement, Design model refinement (class	
	Bridge),		design principles, more GoF patterns)	
W11		Behavioral design patterns – exercises	Project – presentation and discussion	Assignment A3
	Behavioral DP (Strategy, State, Command,			
	Chain of Responsibility)			
W12				Project Final Presentation: Design
	Quality Attributes			and Implementaon
W13				Project Final Presentation: Design
	Exam Review, Q&A			and Implementattiion
W14	De rezerva daca vor Midterm			Late Assignments and Projects

- Laboratory policy

- Laboratory sessions are compulsory no more than 3 absences are allowed.
- O Assignments and project deliverables must be presented when established. One delay/semester is accepted, while the other delays are penalized as following:
 - You have a delay of 1 week then you lose one point of the assignment final grade. (Not applied if is the first delay in the semester.)
 - You have a delay of 2 weeks then you lose two points of the assignment final grade.
 - You have a delay of 3 weeks then you lose four points of the assignment final grade.
 - You have a delay of > 3 weeks then you do not pass the assignment.

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- O A single assignment can be presented during a laboratory session.
- No migration between groups is allowed

- Grading

- O Assignment grading: 0.5 * Documentation_grade + 0.5 * Implementation_grade
- $\hbox{O Project grading: } 0.1*Deliverable 1+0.1*Deliverable 2+0.1*Deliverable 3+0.3*Final\ Design+0.4*Implementation \\$