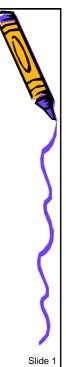
#### CSC 276 Object-oriented Software Design Day One

# CSC 276 Object-oriented Software Design

- Section 01
  - MW 1:00 2:15
  - GH 403
- Instructor
  - David Voorhees (voorhedp@lemoyne.edu)



Day One

CSC 276 Object-oriented Software Design

## Syllabus

- · Course description
- · Course materials
- · Learning goals & objectives
- · Assessment & evaluation of learning
  - Mastery learning & contract grading
- Course procedures
- · Course outline
- Accommodations
- Academic standards

Day One

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Slide 2



# CSC 276 Object-oriented Software Design Day One

### Designing software is hard

- · Designing software is a 'wicked' problem
  - Why? [Budgen]
    - · No criteria exists that tells us when to stop doing design
    - · Design solutions are not right or wrong, they are good or bad
    - · A problem has an infinite number of potential design solutions
- Approach in this course
  - Bottom-up learning
    - · Start with what you know programming
    - · Slowly introduce design abstractions
  - Incremental development
  - All assignments related to single project

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### What's Next?

- Reading Assignments
  - See canvas
- Project
  - Incrementally design, code & test a game
  - Pick between
    - Cosmic Wipeout (a dice game)
    - Tunk (a card game)
  - First assignment/increment
    - · Rules for each game will be posted in canvas
    - · Will pick which game to design & implement
- Rubrics
  - Will be posted in canvas as needed

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Slide 4

