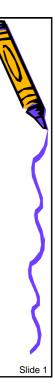# What Do We Know?
(9 & 10 Pre-read)

- Pre-read Discussion (pairs)
  - Ch 9 Characteristics of Good Software Design
    - Anyone identify a characteristic of good software design?
    - Design models
      - Any more thoughts on these?

What Have We Learned?
(9 & 10 Post-read)

- Post-read Review
  - Software Design Criteria
    - Simplicity, Coupling & Cohesion
    - Information hiding
    - Performance & Security
  - Design models
    - DFD, IDEF0 function model
    - UML diagrams: class, communication, package, statechart
  - ABA_OOP_B_solution.java (same as chapter 8-OOP)
    - Design models; Evaluation of OOP-B

What Have We Learned?
(9 & 10 Post-read cont'd)

- Post-read Review (cont'd)
  - Personal finance: top-down design
    - Structure (package, class), structure & behavior (dfd), behavior (statechart)
  - Sample problem domains   (handout)
    - Create some top-down design models

What Have We Learned?
(11 & 12 Post-read)

- Post-read Review
  - Model-View-Controller (MVC)
    - Responsibility of the model? View? Controller?
  - Distribution of requirements to MVC
  - ABA MVC Design Version A
    - Code
      - ABA_OOD_A.java
      - ABA_OOD_A_controller.java
      - ABA_OOD_A_model.java
      - ABA_OOD_A_view.java
      - ABA_OOD_contactData.java
    - Design models
      - communication diagrams (startup), class diagram, communication diagram
    - Evaluation

What Have We Learned?
(11 & 12 Post-read cont'd)

- Post-read Review (cont'd)
  - ABA MVC Design Version B   (better MVC)
    - Code
      - ABA_OOD_B.java
      - ABA_OOD_B_controller.java
      - ABA_OOD_B_model.java
      - ABA_OOD_B_view.java
      - ABA_OOD_B_viewDisplayData.java
      - ABA_OOD_B_viewObtainData.java
      - ABA_OOD_contactData.java
    - Design models
      - communication diagrams (startup), class diagram, communication diagram, statechart (comparison of A versus B)
    - Evaluation

What Have We Learned?
(11 & 12 Post-read cont'd)

- Post-read Review (cont'd)
  - Personal Finances top-down design
    - Design models
      - Package
      - Class diagrams (model, view, controller)
      - Data flow diagram
      - Communication diagrams (comparison of Ch10 versus Ch12, flow, startup)
      - Statechart (same as chapter 10)
    - Evaluation
  - Sample problem domains   (handout)
    - Create some top-down design models