

# CSC 276 Object-oriented Software Design

- Section 01
  - MW 1:00 - 2:15
  - GH 403
- Instructor
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Day One

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Slide 1

## Syllabus

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



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Slide 2

## 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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