## Course Topics & Reading Schedule

	Торіс	Course Note Chapters	OOAD Chapters	# of lectures
ect-Oriented Analysis and Design with Applications	Introduction	1	Chapter 1: All sections	2
	The Object Model  Basic and advanced elements of the Object Model	2-A 2-B	Chapter 2: All sections	3
	Objects and Classes  • Fundamental concepts and life-cycle  • Basic structural and behavioral modeling in UML  • Classes and objects	3-A 3-B 3-C	Chapter 3: All sections	5
	Classification     Classification categories and Classes, Responsibilities, and Collaborators     Basic behavioral modeling, Use-cases	4-A 4-B	Chapter 4: All sections; Chapter 5, 175-185	2
	UML Specification Languages  • Advanced structural modeling  • Advanced behavioral modeling	5.1-A 5.1-B 5.2-A 5.2-B	Chapter 5: 147-175, 192-212, 218-231	7
Design Patterns	Software Design Patterns	1 2 3 4	Lecture Notes	4
Software Architecture in Practice	Architecture Business Cycle  • Background and basic concepts	1	Chapter 1: All sections; Preface and 1-2	0.5
	Elements of Software Architecture	2	Chapter 2: All sections	1
	Understanding and Design Quality Attributes  • Functional and non-functional quality attributes  • Systema and business quality attributes	3	Chapter 3: All sections	1

**OOAD:** Object Oriented Analysis and Design with Applications, 3<sup>rd</sup> Edition, G. Booch, et al., Addison Wesley, 2007.

**DP:** Design Patterns: Elements of Reusable Object-Oriented Software, E. Gamma, R. Helm, R. Johnson, J. Vlissides, Addison Wesley, 1994.

**SAP:** Software Architecture in Practice (SAP), 3<sup>rd</sup> Edition., L. Bass, P. Clements, R. Kazman, Addison Wesley, 2012.