**Required Reading Activity** Part 1 - Introduction Week 1 P1L1: Introduction (14:24) P1L2: Text Browser Exercise (14:34) P1L3: Design Concepts (24:58) Part 2 - UML and Analysis Week 2 P2L1: Review of UML (29:32) **UML Specification, Chapter 1** SWEBOKv3.pdf [focus on Chapter 2] P2L2: Object Oriented Analysis (20:12) P2L3: UML Class Models (32:50) Week 3 pP2L4: Design Studies (09:55) P2L5: Library Example (UML) (37:20) P2L6: Formal Specification (44:33) **Optional** OCL Specification, Chapter 7 P2L7: OCL (19:21) P2L8: Library Example (OCL) (42:44) Week 4 P2L9: Behavior Modeling (46:38) **Harel Paper** P2L10: Clock Radio Exercise (31:47) **Part 3 - Software Architecture** Week 5 P3L1: KWIC Exercise (18:36) P3L2: Software Architecture (34:21) Garlan and Shaw Paper P3L3: Architectural Views (17:38) Kruchten Paper Week 6 P3L4: Text Browser Example (Architecture) (24:49) P3L5: Architectural Styles and Non-Functional Requirements (13:33) P3L6: Connectors (24:31) Mehta Paper Medvidovic and Taylor Paper P3L7: ACME (14:26) P3L8: Refinement (21:25) Week 7 P3L9: Middleware (42:48) **Emmerich Paper** P3L10: LayerBlox Guest Interview (58:48) Part 4 - Software Design Week 8 P4L1: Components (24:23) P4L2: Coffee Maker Example (20:11) Martin, Chapter 11 Week 9 P4L3: Object Design (26:58) P4L4: Design Patterns (34:04) Gamma Paper Week 10

**Martin Engineering Notes** 

P4L5: Design Principles (19:00)

P4L6: Design Reviews (23:38)

Week 11