Reading Guide PA14[13]5

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1 Introduction

1.1 Read (in Larman, chapters):

- 1. Object-Oriented Analysis and Design
- 2. Iteraative, Evolutionary, and Agile
- 3. Case Studies (we will be using the POST case study)

1.2 Watch:

• none.

2 Development Methods

2.1 Read:

- 21. Test-Driven Development and Refactoring
- 40. More on Iterative Development and Agile Project Management

2.2 Watch:

• Development Process

3 Requirements

3.1 Read:

- 4. Inception is Not the Requirements Phase
- 5. Evolutionary Requirements
- 6. Use Cases
- 7. Other Requirements

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3.2 Watch:

- Requirements Engineering
- Use Cases

4 Modelling Structure

4.1 Read:

- 8. Iteration 1 Basics
- 9. Domain Models

4.2 Watch

• Concepts and Classes

5 Modelling Behaviour

5.1 Read:

- 10. System Sequence Diagrams
- 11. Operation Contracts
- 13. Logical Architecture and UML Package Diagrams
- 29. UML State Machine Diagrams
- 30. Relating Use Cases

5.2 Watch:

- Structuring Use Cases
- System Sequence Diagrams
- Contracts
- State Diagrams

6 Modelling Design – Collaborations

6.1 Read:

- 15. UML Interaction Diagrams
- 16. UML Class Diagrams
- 31. Domain Model Refinement
- 32. More SSD and Contracts

6.2 Watch:

• TBD

7 Modelling Design – Assigning Responsibilities

7.1 Read:

- 17. GRASP: Designing Objects with Responsibilities
- 18. Object Design Examples with GRASP
- 25. GRASP More Objects with Responsibilities

7.2 Watch:

• TBD

8 Design Patterns

8.1 Read:

- 25. GRASP More Objects with Responsibilities
- 26. Applying GoF Design Patterns
- 36. More Object Design with GoF Patterns

8.2 Watch:

• TBD

9 Mapping Design to Code

9.1 Read:

- 19. Designing for Visibility
- 20. Mapping Design to Code

9.2 Watch:

• TBD