LPOO
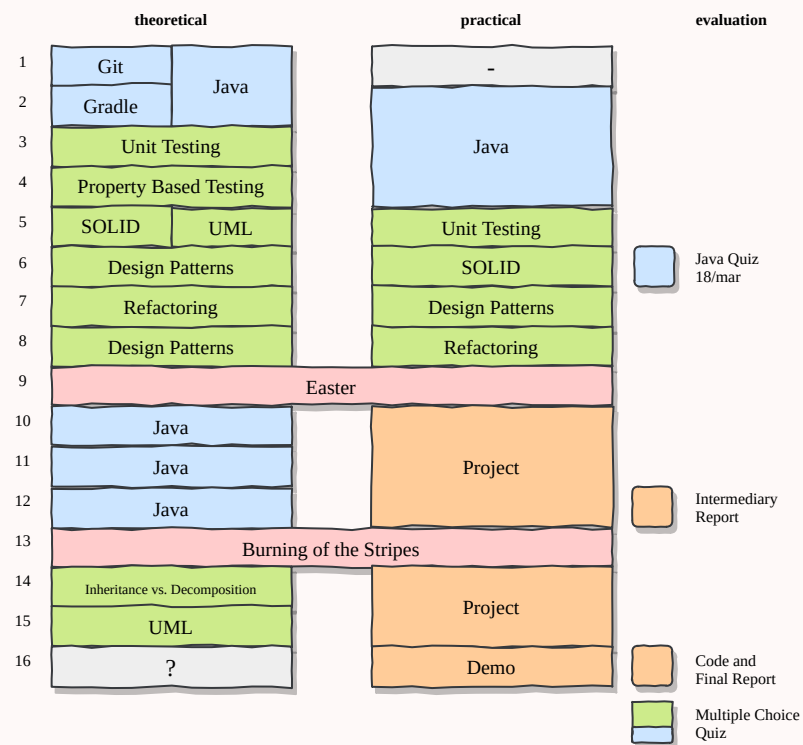
André Restivo

Course Content

- Git / Java / Gradle
- Unit Testing
- SOLID Principles
- UML: Class and Sequence diagrams
- Design Patterns
- Refactoring and Code Smells

Master Plan

	theoretical	practical	evaluation
1	Git / Java	-	
2	Gradle / Java	Java	
3	Unit Testing	Java	
4	Property Based Testing	Java	
5	SOLID / UML	Unit Testing	Java Quiz 18/mar
6	Design Patterns	SOLID	
7	Refactoring	Design Patterns	
8	Design Patterns	Refactoring	
9	Easter	Easter	
10	Java		
11	Java	Project	
12	Java		Intermediary Report
13	Burning of the Stripes	Burning of the Stripes	
14	Inheritance vs. Decomposition	Project	
15	UML		
16	?	Demo	Code and Final Report

Legend:
- Java Quiz 18/mar
- Intermediary Report
- Code and Final Report
- Multiple Choice Quiz

Main Bibliography

- Bruce Eckel; Thinking in Java. ISBN: 0-13-027363-5 (4th edition)

- Russ Miles and Kim Hamilton; Learning UML 2.0. ISBN: 978-0-596-00982-3

- Kent Beck; Test-driven development. ISBN: 978-0-32-114653-3

- Erich Gamma... [et al.]; **Design Patterns**. ISBN: 0-201-63361-2

- Martin Fowler ; with contributions by Kent Beck... [et al.]; **Refactoring**. ISBN: 0-201-48567-2

Evaluation

- To obtain frequency, students may not exceed the maximum number allowed of missed classes. Attendance will be registered in practice sessions.

- You must obtain a minimum of **40%** in all evaluation components.

- Final grade will be calculated as follows:

5%	20%				55%	20%
C	Java Quiz				Project	Multiple Choice Quiz
		IR	Final Report	Code		
		10%	30%	60%		

Class Participation

Intermediate Report