Reading Guide PA14[13]5

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2016-04-04

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