COMP 413 Fall, 2015, Course Overview / Preliminary Schedule

Some Key Dates
22 Sep (week 5): test 1
06 Oct (week 7): no class (Mid-Semester Break)
27 Oct (week 10): test 2
30 Oct (Friday): withdrawal deadline
24 Nov (week 14): test 3
01 Dec (week 15): last class
08 Dec: test 4 (final)
08 Dec: project presentations and final project due date

Week 4: 15 September

Session

- ***Quiz 1: short quiz on first 2 SE Radio episodes, patterns and dependencies***

- announcements
    - o test 1 roadmap on Sakai

- basics of object-oriented programming - through the rest of the online document
    - o Generic types
    - o Supplemental material: Java Collections, data structures, and Object-inherited methods (see course slides)
    - o Optional topic - Coad: modeling with UML and color: overview, book chapter

- reverse engineering JUnit tests (test 1 topic)

- introduction to Design Patterns
    - o Overview
    - o Factory method, Strategy, Visitor
    - o Resources

    - tutorialspoint website
        - Bob Tarr pdf slides on Sakai
        - APPP Design Pattern references
            - Factory: Chapter 29
            - Strategy: Chapter 22
            - Visitor: Chapter 35

- project 3 introduction (only if time)

Reading/Podcasts

- Bob Tarr pdf slide sets on Factory, Strategy, and Visitor Design Patterns

- Agile Principles, Patterns, and Practices in C# (APPP) chapters 1-3 and Design Patterns chapters as above
    - o Agile Practices; Extreme Programming Overview; Planning
    - o Factory, Strategy, and Visitor Design Patterns

Homework

- **Project 2 due Friday, September 18**