Software Design tutorial 2 Design Patterns

Assignment Activities (first 30 minutes)

In Breakout rooms as part of your team study the following 2 links. This is an individual activity for the first part. You will need to select 2 design patterns for the Meeting Scheduler using either of these sites or any other source as long as you cite it.

Discuss your choices amongst your team. Decide as part of your team how you will explain and present your team chosen patterns as part of the standalone presentation that you started last week.

<http://www.oodesign.com/> - All round a good site, has good explanation, UML, code, and excellent examples.

<http://sourcemaking.com/design_patterns> - Good for understanding how and why design patterns work.

Lecture Content Activities (20 minutes)

Again, in breakout rooms:

1) Check the six Design principles (page 4 of slides) and relate them to the design of a system for the Meeting Scheduler system.

2) Check different types of coupling and cohesion from the slides. Discuss how you can distinguish between different types in your team.

**Babak Khazaei**