

Software Systems: Design

Software Systems – Design – LOT1

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Course Structure [Design]

L1: First Steps

L2: Modelling in ...

L3: Structural

L4: Behavioural

L5: Supplemental

L6: Software Analytics

L7: Conclusion

can request
ANY
extra topic
per level

Topics/Slides Disclaimer

- **Good** ✓

- watch before Q&A
- embrace reality
- try out at labs
- ask for feedback
- apply to project
- dig deeper
- recall from slides

- **Bad** ✗

- slides over videos
- assumptions
- blanks
- timing



Conclusion

- Design of software systems
= software modelling
- Learn UML diagrams
- Flip the classroom
- Request/vote for extra topics
- Unveil software engineering