

Schedule

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Date	Module	Learning activities	Assignment
Week 0	Module 0: Unit and assignment overview		
Week 1 15 July 2024	Module 1: Object-oriented (OO) mechanisms in C#	Discussion 1: Introduce yourself Workshop activity: Programming exercises 1 Discussion 2: Creating a reusable framework using OO design	
Week 2 22 July 2024	Module 2: Design diagrams	Activity: CRC analysis Activity: Class diagrams Activity: Object and sequence diagram Discussion: Assignment feedback opportunity 1	Assignment 1: Preliminary design (30%) due 11:59pm AEST Sunday 28 July You will complete 3 design tasks, which will contribute to the overall design of Assignment 2

Date	Module	Learning activities	Assignment
Week 3 29 July 2024	Module 3: Design principles and patterns	Workshop activity: Programming exercises 2 Discussion: Module 3 Q&A	
Week 4 5 August 2024	Module 4: Summary of design patterns	Workshop activity: Programming exercises 3 Discussion: Module 4 Q&A	
Assignment Week 12-16 August 2024			<p>Assignment 2: Final design report and implementation (70%) due 11:59pm AEST Friday 16 August</p> <p>will create and document an object-oriented design and implement it using C# for a larger real-world motivated problem.</p>

