

Lecture 1

Object Oriented Software Analysis and Design

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Agenda

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Cheating

- CMU Student Handbook Describes Campus Cheating Policy
- Instructors must specify cheating policy for each course.
- In this Course:

**You cheat if you represent someone
else's work as your own.**

- Each document, presentation, code fragment, etc. should show the name(s) of the author(s) and acknowledge contributions from others.
- Let's not have to mention the subject again.

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Instructor Information

- Richard J. (Dick) Orgass
- Office
 - 3026 Hamburg
- E-mail: orgass+@cs.cmu.edu
 - Checked multiple times per day
 - less frequently on weekends
- Telephone: (412) 268-8408
- Office Hours
 - Monday and Wednesday 2:00-3:30
- Other times: call to find out if I'm available
- www.cs.cmu.edu/~orgass
- Course web sites
 - www.cs.cmu.edu/~orgass/95-706
 - www.cs.cmu.edu/~orgass/90-754 (last term)

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Target Audience

- Required course for MISM Students
- Minimum Background
 - One object oriented programming course
 - Ability to write, test and debug OO programs
 - Knowledge of one OO Programming Language
 - Some ability to reason about programs
- Preferred Background
 - All of minimum background plus
 - Working individually or as a team
 - design and implement large OO programs
 - work on a project that failed or almost failed
- Course directed to students with minimum background

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Expected Workload

- **For the target audience:**
 - **12 to 15 hours per week on average**

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Course Objectives

- Learn to manage software development projects
- Learn enough technology to communicate with technical people
- Focus on
 - Use Case Driven Analysis and Design
 - Iterative requirements discovery and modeling
 - Many small steps instead of big steps
- UML as a software modeling language
- Prepare for interviews for software project management position
 - Learn the language that is used
 - Learn to describe projects at the proper level of
 - detail
 - abstraction

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Textbooks

- Alistair Cockburn. *Surviving Object-Oriented Projects*. Addison-Wesley, 1998. ISBN 0-201-49834-0.
 - Author is expert OO project manager
 - Written for managers of
 - traditional SW projects
 - new and prospective managers
- Martin Fowler. *UML Distilled, Second Edition*. Addison-Wesley, 1999. ISBN 0-201-65783-X
 - UML for Managers
 - Designed to enable communication between
 - manager and technical people
 - managers, technical people and customer representatives
 - Assist managers in understanding status of projects

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Grading

- Reading and Class Participation 33%
- Midterm and Final Exam 33%
- Homework 34%

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Reading and Class Participation

- Reading assignment for each Monday
- Turn in answers to questions passed out with assignment
 - Due at 11:00 am on Mondays
- Students will be asked to present their answers to questions.
 - Assigned the week before assignment is due
- Participation in class discussion
- Attendance

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Homework

- Two kinds
 - Project Work
 - Specific Assignments
- Project Work
 - May span several weeks
 - May have intermediate milestones for grading
- Specific Assignments
 - Complete a piece of design work
 - Paper about a specific issue

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Exams

- Open book
- Open notes (your own)
- Might be take-home

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Grading Appeals

- When a grade is appealed, the entire paper is subject to review for grading errors.
- First level appeal is to meet with the TA who graded the paper.
- If you are unhappy with the TA's decision, deliver your paper together with a written description of the error that was made to the instructor.
 - Instructor may accept your request or
 - Schedule a meeting to discuss your appeal

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Communication

- Web site
 - www.cs.cmu.edu/~orgass/95-706
 - contains
 - lecture materials
 - homework solutions
 - some homework assignments (see below)
- News group (BBoard)
 - academic.heinz.95-706 (andrew)
 - cyrus.academic.heinz.95-706
 - Intended Uses
 - Publish Homework Problems
 - Ask and answer questions
 - Discuss issues
 - Students encouraged to ask and answer questions
 - TAs and Instructor will monitor actively

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Communication -- II

- E-mail to instructor or TAs
 - private question and answer
 - may be answered in news group/BBoard
 - if we don't want to answer your question, we'll send E-mail telling you.

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Syllabus

- Week 1
 - Course Overview
 - Project 1, Object Oriented Programming problem
- Week 2
 - Introduction to UML, Fowler, Ch. 1
 - Basic Concepts of Object Oriented Projects, Cockburn, Ch. 1
- Week 3
 - Outline of Development Process, Fowler, Ch. 2
- Week 4
 - Project Expectations, Cockburn, Ch. 2
- Week 5
 - Use Cases, Fowler, Ch. 3
- Week 6
 - Class Diagrams, Interaction Diagrams, Fowler, Chs. 4, 5

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Syllabus -- 2 --

- Week 7
 - Class Diagrams: Advanced Concepts, Fowler, Ch. 6
- Week 8
 - Midterm Review and Exam
- Week 9
 - Selecting and Setting up an OO Project, Cockburn, Ch. 3
- Week 10
 - Getting Started, Cockburn, Ch. 4
- Week 11
 - Making Corrections, Cockburn, Ch. 5
- Week 12
 - Packages, Collaborations, State and Activity Diagrams
 - Cockburn, Chs. 7, 8, 9

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Syllabus -- 3 --

- Week 13
 - Advice from Hindsight, Cockburn, Ch. 6
 - Expand to Larger Projects, Cockburn, Ch. 7
- Week 14
 - Rechecking a Case Study, Cockburn, Ch. 8
 - UML and Programming, Fowler, Ch. 11

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System Modeling Tool

- Rational Rose -- Professional Edition
 - Available on many cluster machines
 - Ask Con which machines.
 - Widely used in the commercial environment
 - Generates Java and C from models
 - Windows ANT, 95, 98 only

- Rational Rose -- Student Edition
 - Free to students and faculty
 - Limited version of commercial product
 - Maximum of 30 classes per system
 - Windows ANT, 95, 98 only
 - <http://products/rose/academic>

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Student Introductions

- Your name, a few things about yourself
 - things you enjoy, dislike, etc.

- Software Development Experience
 - What kinds of projects have you worked on?
 - What was your role in these projects?

- Have you been involved in projects that failed?
 - If so, why did they fail, in your opinion.

- Have you been involved in projects that succeed?
 - If so, what were the major reasons for success?

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