

Getting Started...

Object-Oriented Analysis and Design
CSCI 6448 - Fall 1998
Kenneth M. Anderson

Introductions

■ Instructor

- Kenneth M. Anderson
- Ph.D., UC Irvine, 1997
- Dissertation: Pervasive Hypermedia
- Research Interests
 - Hypermedia
 - Software Engineering
 - HCI and CSCW

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Introductions, continued

■ Ken's Contact Info

- Email: kena@cs.colorado.edu
- URL: <http://www.cs.colorado.edu/~kena/>
- Office: ECOT 523 (No sign yet...)
- Office Hours: Wednesday, 2-3pm
 - or by appointment

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Introductions, continued

■ TA

- Soraya Ghiasi
- MS Thesis (in progress)
 - A Generic Framework for Ubiquitous Telepresence
- Research Interests
 - Visual Programming Languages
 - Telepresence

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Introductions, continued

- Soraya's Contact Information
 - Email: ghiasi@cs.colorado.edu
 - URL: <http://www.cs.colorado.edu/~ghiasi/>
 - Office: 1B11
 - Office Hours: TBA



Course Overview

- Object-Oriented Analysis and Design
 - Concepts and Objects
 - Associations
 - States, Events, and Operations
 - Constraints
- UML
 - Use Cases, Class Diagrams, etc.



Course Overview, cont.

- Mapping Design into Implementation
 - Techniques
 - Issues
- Object-Oriented Programming Principles
 - Messages, Information Hiding, etc.
- Design Patterns



Grading Criteria

- Group Projects
- Readings & Critiques
- Class Participation
- Intra-Team evaluations
 - Also used as early feedback



Group Projects

- Teams of four to five people
 - Construct a complete object-oriented analysis and design of a system or subsystem
 - Map the design into an initial implementation
 - Iteration encouraged!



Readings & Critiques

- Occasional readings
- Write a one page review of the paper
 - Summarize
 - Reflect
 - Critique
- Two readings assigned this week!
 - Reviews due Sunday night in ECOT 523



Class Participation

- In-class discussion counts but...
- You need something extra
 - In-class presentations
 - Contributing to the Website
 - Links
 - Reviews
 - Visiting office hours!



Intra-Team Evaluations

- Three semester evaluations
 - Provide feedback to your team members
- First two will go to TA
 - Avoids influencing me too early!
- The final one will go to the instructor
 - Weighted Average will contribute to your final grade



Project Point Break Down

Element of Design	Percentage of Grade
Requirements Overview	5
Use Cases	10
Class Diagrams	15
Activity Diagrams	10
Interaction Diagrams	10
State Diagrams	10
Implementation Mapping	15
Total	75



Overall Point Break Down

Class Requirement	Percentage of Grade
Group Project	75
Class Participation	10
Group Evaluation	10
Reading Critiques	5
Total	100



These criteria are not set in stone!

- I want to be able to support iteration in your design and to evaluate accordingly
- The first two assignments have been scheduled
- The rest will be assigned as we progress through the semester



Next three lectures

- Form teams
- Discuss projects
- Select projects
- Then we will begin to discuss OO A&D!
- Chimera
- Open Hypermedia Protocol