Ambo University Woliso Campus,

School of Technology and Informatics

Department of Computer Science

Course out Line for course: Object oriented Software Engineering

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| **Department:** *Computer Science* |
| **Module Title:System Development** | **Module Code: Cosc-M3091** |
| **Module ECTS: 10** |
| Course Tile: Object oriented Software Engineering | Course Code: CoSc 3092 |
| Instructor Name:  | Course ECTS: 5 |

1. **Course Description**:

**Description**
Covers O-O concepts, tools, development life cycle, problem solving, modeling, analysis, and design, while utilizing UML (Unified Modeling Language) for O-O modeling. UML has become the standard notation for modeling O-O systems and is being embraced by major software developers like Microsoft and Oracle.

1. **Course Goals or Learning Outcomes:**

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| On successful completion of this module the learner will be able to |
| * Describe in detail the theory, concepts and methods pertaining to the Unified Modeling Language (UML).
* Create requirements using use case modeling concepts.
* Demonstrate conceptual and technical skills in the analysis, design and implementation of a software system using Object Oriented Concepts.
* Employ tools and techniques for Object Oriented Software Engineering,
* Demonstrate an ability to adapt and solve problems in software development activities from specification to testing individually and as part of a team.
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1. **Prerequisites:**

 Fundamental of software engineering Cosc-3091

1. **Required Texts:**

Brahmin, Ali(1999), Object oriented System development , Mc-Graw Hill, USA.

1. **References**

Scott, Kendall (2004) Fast Track UML 2.0 Apress USA

Booch, Grady Rumbaugh, James Jacobson, Ivar (2005) The Unified Modeling Language User Guide SECOND EDITION Addison Wesley Professional USA

1. **Summary of Teaching Learning Methods:**

The learning–teaching methodology will be student-centered with appropriate guidance of instructor/s during the students’ activities .There will be Lecture, Demonstrations, Tutorials, Reading assignments and Group Discussions as well as lab work

1. **Summary of Assessment Methods:**

The course will be assessed using the different assessment methods like: Quizzes , Reading assessments, Assignments, Project, Mid exam and Final exam

1. **Policies on incomplete grade and late assignments:**

Homework and project deadlines will be hard. Late homework will be accepted with a 10% reduction in grade for each class period they are late by. However, once a homework assignment is discussed in class or the solution is posted, submissions will no longer be accepted. All assignments must be turned in before the start of class on the due date.

**9. Student Workload:** Taking into consideration that 1ECTS accounts for 27 hours of student work, the course Fundamental of Software Engineering has 5\*25hr=125 hrs the split up is as shown below:-:

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| **Lecture** | **48** |
| **Tutorials** | **32** |
| **Home studies** | **55** |

**10. Polices:**

 Considering activities grading:

The final score will be converted to a letter grade using the following scale:

**[Grade scale is based on the scale of higher education’s from ministry of education ....]**

1. **Schedule:**

The following is an outline of the order in which syllabus contents will be covered. The exact dates and due dates for assignments and exams can be found on the class calendar and are subject to change with notice.

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| **Week**  | **Lecture Topics** | **Reading /Assignments** |
| 1 | **UNIT – I: Introduction*** 1. Introduction.
	2. Two Orthogonal view of software.
	3. Object oriented system development methodology.
	4. why an object oriented
	5. Overview of the unified approach.
	6. An object oriented philosophy
	7. Basic concept of object
	8. Attributes object state and properties.
 | *Ref1 1-11* |
| 2- 3 | 2.1 An overview of UML. 2.2 Where Can the UML Be Used? 2.3 Building Blocks of the UML. 2.5 Relationships in the UML 2.4 Diagrams in the UML. 2.4.1 Use Case Diagrams 2.4.2 Class Diagrams2.4.3 Sequence diagrams 2.4.4 State chart diagrams 2.4.5Activity diagrams 2.4.6 Component diagram 2.4.7 Deployment diagram 2.5 Diagram extensions | **Ref1 89-112** |
| 4-6 |  **UNIT – III: Requirements Elicitation**3.1 An overview of requirements elicitation.3.2 Requirements elicitation concepts3.2.1 Functional requirements 3.2.2 Nonfunctional and pseudo requirements 3.2.3 Levels of description 3.2.4 Correctness, completeness, consistency, clarity, and realism 3.2.5 Verifiability and traceability3.3 Requirements elicitation activities. 3.3.1Identifying actors 3.3.2 Identifying scenarios 3.3.3Identifying use cases 3.3.4Refining use cases 3.3.5 Identifying relationships among actors and use cases 3.3.6 Identifying initial analysis objects 3.3.7Identifying nonfunctional requirements3.4 Managing requirements elicitation 3.4.1Eliciting information from users:  3.4.2 Validating requirements: Usability testing 3.4.3 Documenting requirements elicitation |  |
| 7-9 | 4.1 An Overview of Analysis.4.2 Analysis Concepts 4.2.1 Entity, Boundary, and Control Objects 4.2.2Association Multiplicity Revisited 4.2.3Qualified Associations 4.2.4Generalization 4.3Analysis Activities: From Use Cases to Objects 4.3.1 Identifying Entity Objects 4.3.2 Identifying Boundary Objects 4.3.3 Identifying Control Objects 4.3.4Modeling Interactions between Objects: Sequence Diagrams 4.3.5 Identifying Associations. 4.3.6 Identifying Attributes 4.3.7Reviewing the Analysis Model | ***Ref1 125-145*** |
| 10-12 | **UNIT – V: Object oriented System Design**5.1 An overview of system design.5.2 System design concepts.5.3 System design activities: From objects to subsystems5.4 Documenting system design5.5 An overview of object design5.6 Object design concepts5.7Object design activities5.8 Managing object design5.9 Documenting object design. | **Ref1 199-232** |
| 12 | **C UNIT – VI: Software Quality Assurance** 6 .1an overview of testing 6.2Testing concepts 6.3 Testing activities 6.4 Managing testing 6.5 impact of object oriented testing | **Ref1 325-352** |

**9. Assessment Arrangements:**

List the assessment methods along with weight distribution.

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| Assign | 10 |
| Tests | 30 |
| Project | 20 |
| Final examination | 40 |