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Advanced Software Design

ADVANCED COURSE (5hp)

Period 2

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It's all about system design...





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Our expectations from you

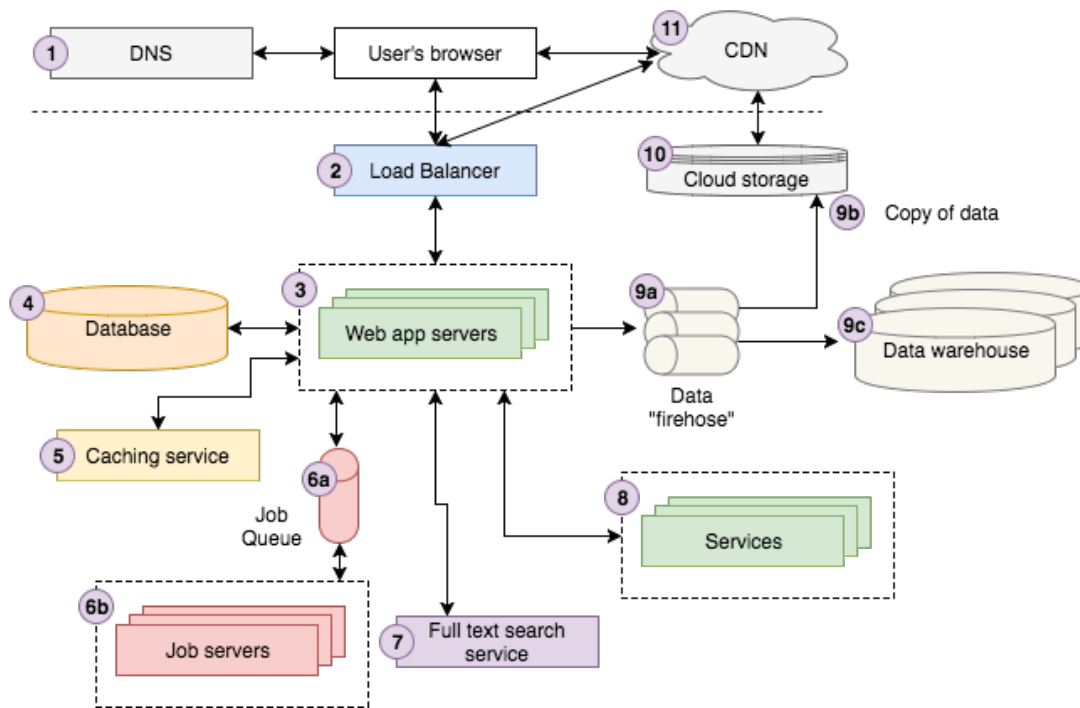
- **Principles of Software Engineering**
 - At UU *Software Engineering and Project Management (1DL251)* or equivalent

- **Object Oriented Programing**
 - Experience coding using an OO language



Course Goals

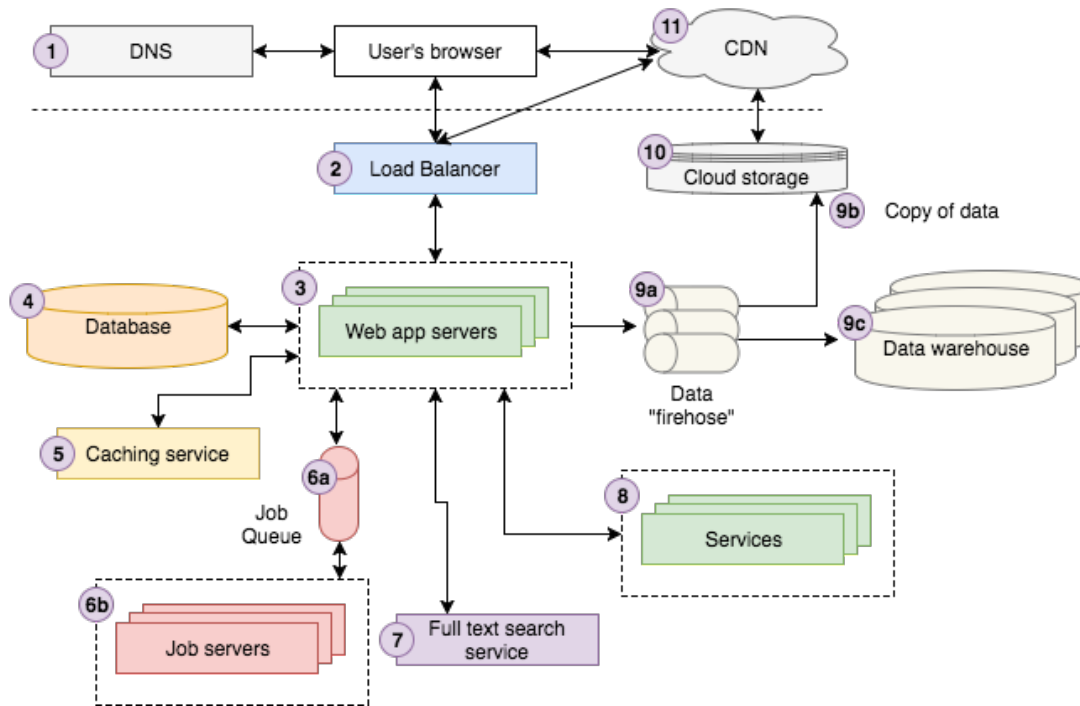
- **System (software + architecture) design**





Course Goals

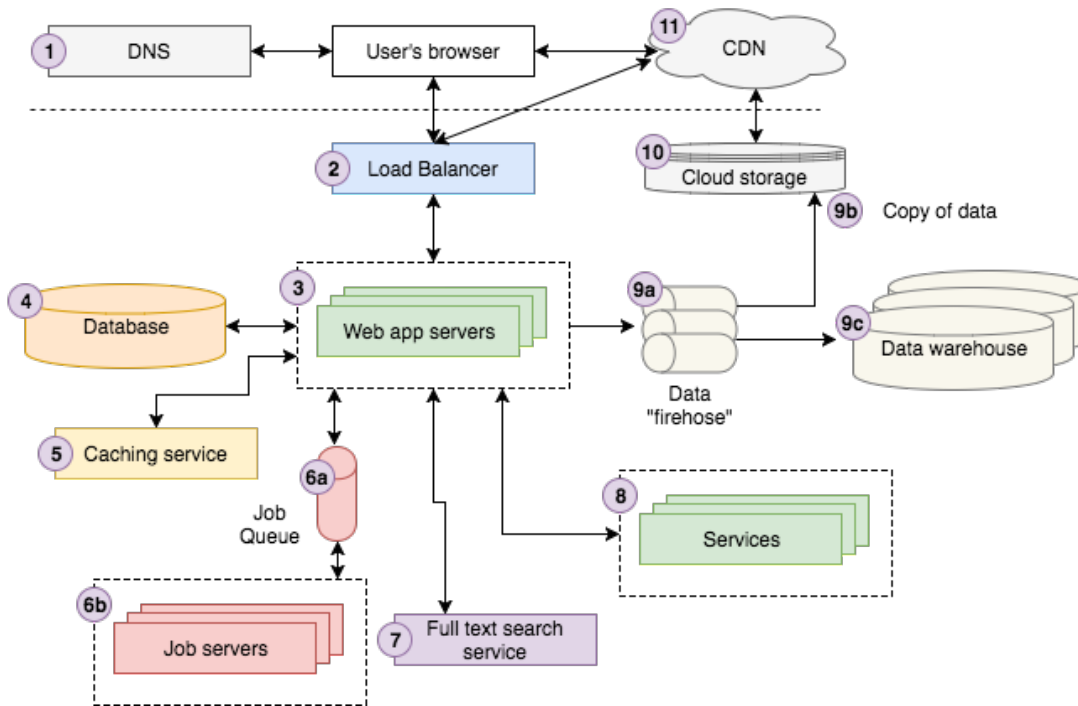
- **System (software + architecture) design**
 - Domain modelling





Course Goals

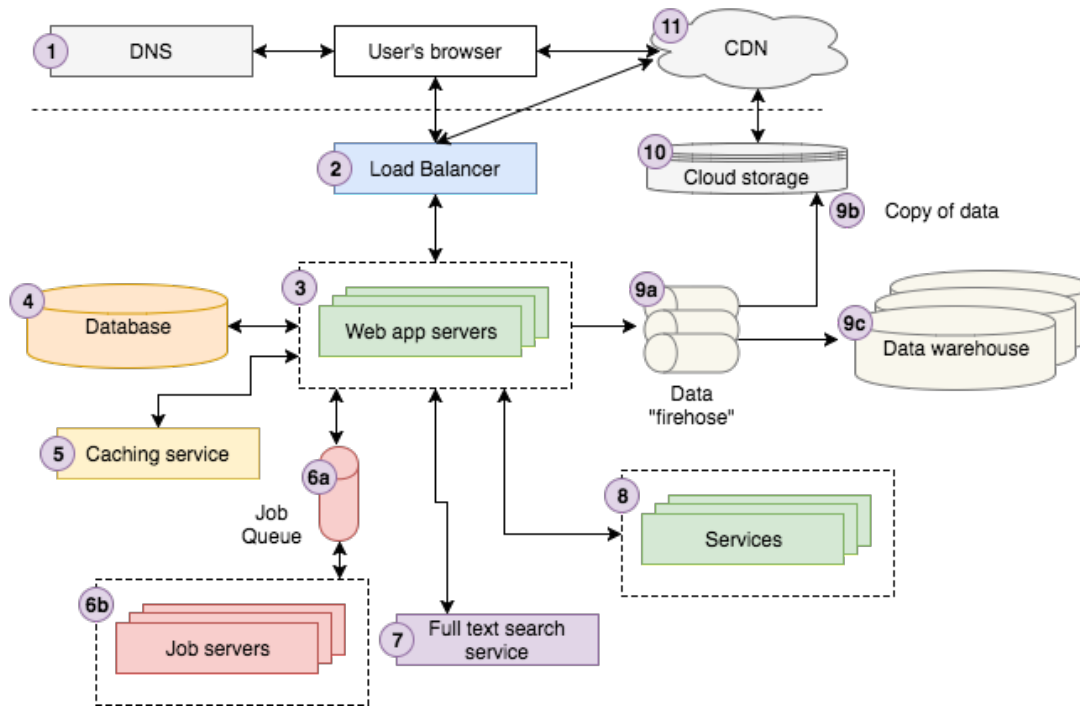
- **System (software + architecture) design**
 - Domain modelling
 - Static vs. behaviour models





Course Goals

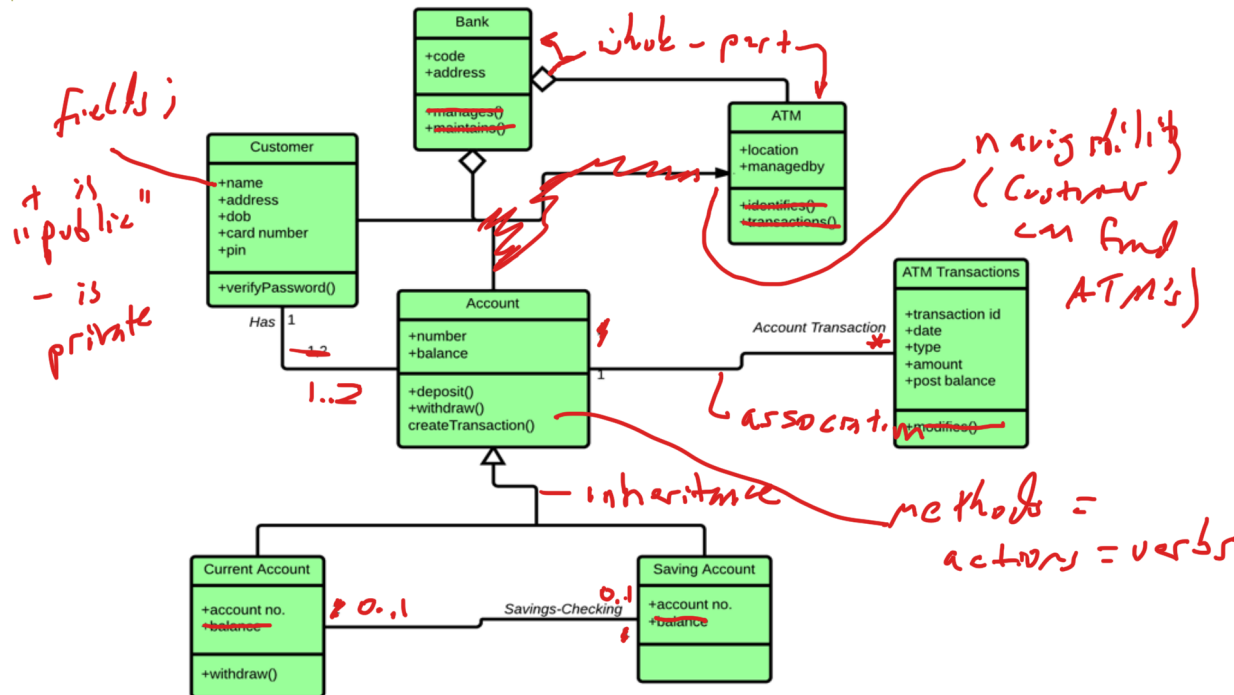
- **System (software + architecture) design**
 - Domain modelling
 - Static vs. behaviour models
 - Software architecture





Course Goals

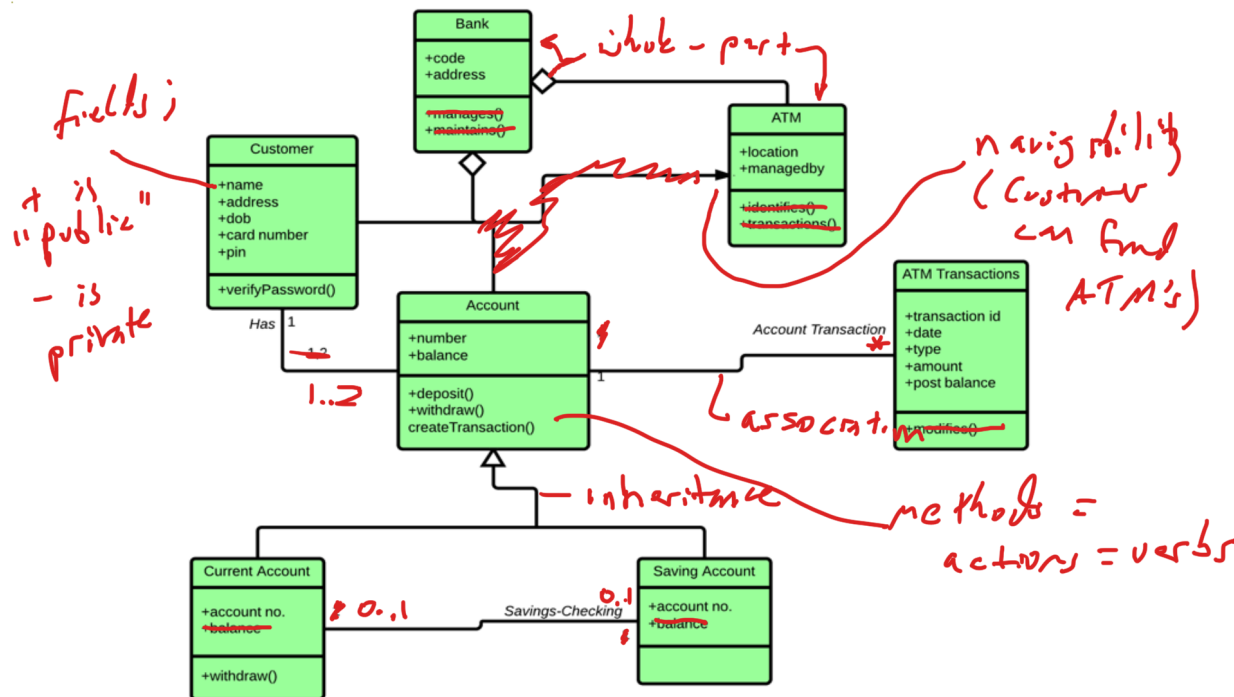
- Design principles for “good” software





Course Goals

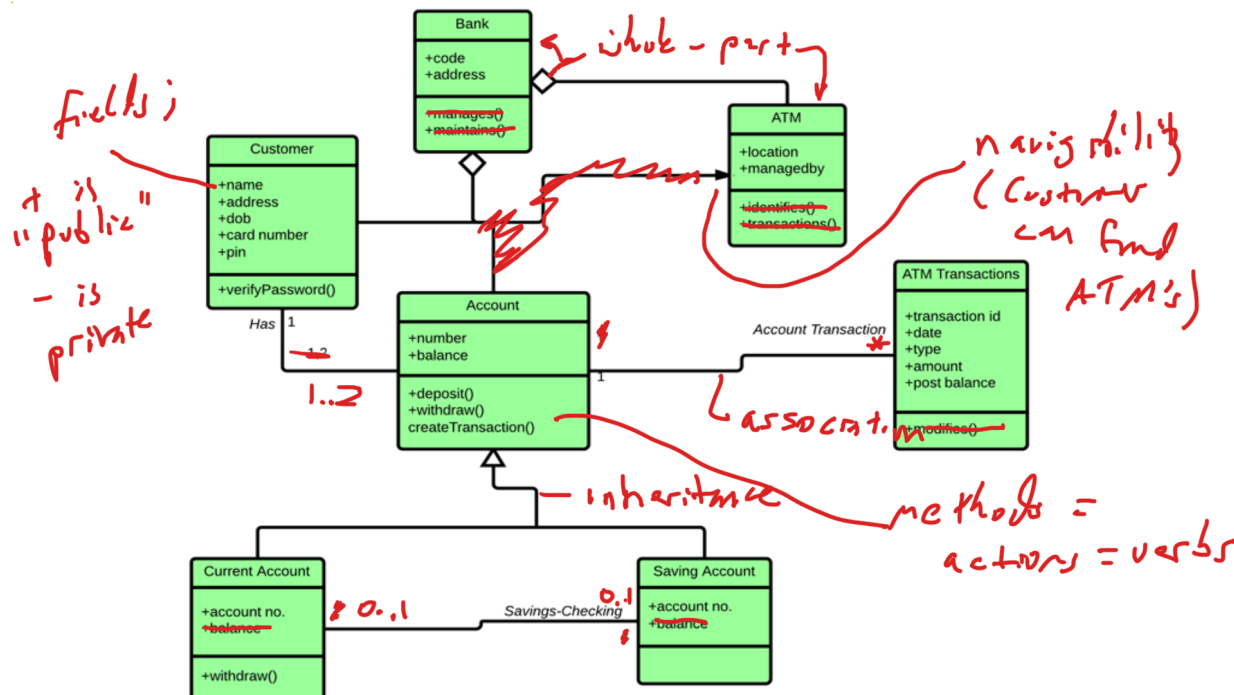
- Design principles for “good” software
 - GRASP principles





Course Goals

- Design principles for “good” software
 - GRASP principles
 - Design patterns





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Course Structure

- **Lectures**
 - 8-10 Interactive lectures and online exercises
 - Focus on design principles and UML
- **Project in groups of ~4 students**
 - Complete design of a "large" project
 - Partial implementation of the system



Grading

- **Achievement-driven methodology (5hp, 3/4/5)**
 - 21 achievements
 - *Each achievement marked as 3 / 4 / 5*

Course Objective	A	B	C	D	E	F	Extra	P	Total
Level 3	1	3	3	1	1	1	-	1	11
Level 4	1	1	3	-	1	3	-	-	9
Level 5	-	-	-	-	-	-	1	-	1
Total	2	4	6	1	2	4	1	1	21

- Groups choose how to be evaluated using their project



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Questions



You can always write me at:
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