

Software Design and Patterns

Fall 2024 – MET CS-665

On Campus

Ed Orsini

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Office hours: by appointment

Meets Thursdays at 6:00PM – 8:45PM EST (Starting on 9/3)

Course Description

This course is an introduction to software design and patterns. You will learn about general software development principles and software design patterns. A design pattern is a general reusable solution to a commonly occurring problem within a given context in software design. Patterns are formalized best practices that the programmers should implement in the applications. This course covers the most common object-oriented software design patterns. For each pattern, it will discuss the underlying object-oriented design principle it is based on; the specific object-oriented design problem it solves; the context it can be applied and the consequences of applying it; how the different components of the pattern collaborate with each other.

Recommended Books

The following books are recommended, but are not required.

Eric, J. Braude. (2003). *Software Design: From Programming to Architecture*.

Publisher: Wiley

ISBN-13: 978-0471204596

ISBN-10: 0471204595

This book can be purchased from [Barnes and Noble at Boston University](#).

Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, Grady Booch. (1994). *Design Patterns: Elements of Reusable Object-Oriented Software*.

Publisher: Addison-Wesley Professional

ISBN-13: 978-0201633610

ISBN-10: 0201633612

This book can be purchased from [Barnes and Noble at Boston University](#)

Eric Freeman, Elisabeth Robson, Bert Bates, Kathy Sierra. (2004). *Head First Design Patterns*. Publisher: O'Reilly

ISBN-13: 978-0596007126

ISBN-10: 0596007124

This book can be purchased from [Barnes and Noble at Boston University](#).

Robert C. Martin. (2008). *Clean Code: A Handbook of Agile Software Craftsmanship*.

Publisher: Prentice Hall

ISBN-13: 978-0132350884

ISBN-10: 0132350882

This book can be purchased from [Barnes and Noble at Boston University](#).

Courseware

Blackboard site: <https://onlinecampus.bu.edu/>

Course Prerequisites

Students should have a solid background in object-oriented programming. The following classes are required/recommended:

- MET CS 341 or MET CS 342 (Data Structures with C++ or Java) is required for understanding the contents of this course.
- METCS520orMETCS521
- MET CS 526 (Data Structures and Algorithms) or MET CS 622 Advanced Programming Techniques

The course emphasizes the object-oriented design pattern concepts using Java. All examples in class use Java. Students need to know the Java programming language to implement the homework and project assignments.

Class Policies

1. **Attendance & Absences** – I will not be taking attendance. It is the student's responsibility to keep up with the material covered in class.
2. **Assignment Completion & Late Work** – **Late work will not be accepted.** We recognize that emergencies occur in professional and personal lives. If one occurs that prevents your completion of homework by a deadline, please make

your instructor aware as soon as possible. This must be done in advance of the deadline (unless the emergency makes this impossible, of course), and should be accompanied by particulars that back it up. Additional documentation may be requested. Late submissions without reasons will result in grade deduction: we want to be fair to everyone in this process, including the vast majority of you who sacrifice so much to submit your homework on time in this demanding schedule.

3. **Academic Conduct Code** – Please use the following wording, or an equivalent, in your syllabus: “Cheating and plagiarism will not be tolerated in any Metropolitan College course. They will result in no credit for the assignment or examination and may lead to disciplinary actions. Please take the time to review the Student Academic Conduct Code:

http://www.bu.edu/met/metropolitan_college_people/student/resources/conduct/code.html.

NOTE: [This should not be understood as a discouragement for discussing the material or your particular approach to a problem with other students in the class. On the contrary – you should share your thoughts, questions and solutions. Naturally, if you choose to work in a group, you will be expected to come up with more than one and highly original solutions rather than the same mistakes.]

Grading Criteria

The grading percentages for the course is determined by the following:

Assignments	40%
Weekly Quizzes	10%
Final Class Project	20%
Final Exam	30%

Translation between letter grades and percentages:

A	95-100	Excellent
A-	90-94.99	Excellent; minor improvement evident
B+	87-89.99	Very good
B	83-86.99	Good
B-	80-82.99	Good mostly some significant improvements needed
C+	77-79.99	Satisfactory; some significant improvements needed
C	73-76.99	Satisfactory; significant improvements needed
C-	70-72.99	Satisfactory; significant improvements required
D	65-69.99	Many improvements required
F	0-64.99	Fail

Graded Items

- **Assignments:** There are a total of 6 assignments. Assignments are software design and implementation assignments using UML diagrams and Java programming languages.
- We will also use some additional tools and frameworks like Apache Maven, Spotbugs, CheckStyle, and JUnit. You will learn about these tools in this course.
- You can access and submit the assignment in the "Assignments" area.
- **Final Class Project:** The Final Class Project is similar to the assignments, but the topic is open and you can develop your own ideas.
- One part of the final project is to present your final project.
- **Submission direction:** Access and submit the Final Class Project in the "Assignments" area.
- **Quizzes:** Quizzes are designed to assess your understanding of the material, on a module-by-module basis. There is one graded quiz in each of the six modules.
Quiz taking direction:

- o The results for your quiz will be released as soon as possible after the quiz closes. When the quiz results are released, you will be able to see the questions, your answers, and the correct answers
- o Access and take the quiz in the "Assessments" area.

Class Meetings, Lectures & Assignments

List in a legible format all of the class meetings, lectures, and assignments. One example, based on a computer science course:

Lectures, Readings, and Assignments subject to change, and will be announced in class as applicable within a reasonable time frame.

Date	Topic	Readings	Due @6PM
9/3	Introduction and Design Principles, Unified Modeling Language (UML), Class Diagram, Sequence, Use Case, State Diagram	Module 1	
9/10	Introduction to Design Patterns, Strategy Pattern, Observer Pattern	Module 1	Quiz 1
9/17	Project Template, Git, and GitHub		
9/24	Factory Method, Abstract Factory, Iterator	Module 2	Assignment 1 Quiz 2
10/1	Singleton, Facade, State	Module 2	
10/8	Pattern Categories, Adapter, Proxy, Decorator	Module 3	Assignment 2
10/15	No Class		
10/22	Composite Pattern, Command Pattern, Mediator Pattern	Module 3	
10/29	Visitor, Template Method	Module 4	Assignment 3 Quiz 3
11/5	Architecture and Frameworks	Module 5	Assignment 4 Quiz 4
11/12	MVC, Refactoring 1	Module 5	Quiz 5
11/19	Refactoring 2, Agile Methodology	Module 6	Assignment 5
11/26	JUnit Testing and TDD	Module 6	Quiz 6
12/3	Presentations 1		Assignment 6
12/10	Presentations 2		Final Project



12/17	Final Exam (in class)		
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