Course Introduction

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Course Overview

- Object-oriented SW Engineering, Development
  - Low-overhead requirements analysis methods
  - OO domain model of requirement-level objects, relationships.
  - Translating requirements into OO designs
  - Evaluating designs for quality
- Other Design Issues
  - Design patterns, refactoring, testing, architecture, persistence, ...

Course Overview (cont’d)

- Java development
  - Core Java competency
  - Translate designs into Java
  - (Maybe) Explore more advance Java topic (GUI development, database connectivity, unit-testing)

Technologies

- Requirements
  - CRC cards, use cases, XP stories
- Modeling requirements and design
  - UML: class diagrams, sequence diagrams, ...
  - UML tools: MS Visio (free to you!), Together ControlCenter, others
- Implementation
  - Java
- Development and Testing
  - Some IDE with debugger, GUI support
  - JUnit

Outcomes: What you should learn

- Object-oriented analysis and design
  - Goals, what to do, what not to do
  - What to model and how to evaluate it
- UML
  - Use cases, class diagrams for requirements specification
  - Class diagrams, sequence diagrams, state diagrams, packages for design
- Design patterns
  - What they are, how they’re described, a few common patterns
Outcomes (cont’d)

- **Modeling and the SW lifecycle**
  - Clear understanding of the role of UML models throughout lifecycle
  - How requirements models are transformed to design
  - How design models transform to code
- **Evaluation**
  - Assessing design quality
  - On your own and using formal technical reviews

Resources

- **Java book**:
  - Got one? OK (probably)
  - Just Java 2. 5th edn (Prentice Hall, 2001). By Peter van der Linden.
  - Or, Eckel’s Thinking in Java. Printed or on-line!
- **Web site**:
    - Course news, slides, Java and UML links, etc.
  - **Student on-line survey**
    - Fill out ASAP, please!

Pre-requisites

- For programming needs: must have CS216
- This course was planned as a successor to CS340
  - CS494 is about OOP and about software engineering
- Students in this course must:
  - Know what you do in requirement specification
  - Know how that differs from design
  - Know how to do a formal technical review
- Review CS340 slides or Jalote’s textbook:
  - Pages 73-87, 96-107, 273-294

Grading

- Mid-term Exam. 20%.
- Final Exam. 25%. Friday, May 9. 2-5 pm.
  - Partly comprehensive
- Homework assignments, including Java programming. 20%.
- Project work. 35%
- Question: Tell me about your Sr. Thesis deadlines…

Project Work

- Create OO models and documentation for proposed system(s)
  - Requirements models, then design models
  - Coding from design? Some….
- Multiple parts or in stages.
- Work done by small teams (2-3)
- You’ll evaluate others’ projects.
  - Formal technical reviews (as learned in CS340)
  - Evaluation checksheets and a process

Programming and Homework

- Problem: lots of you, less of me and grader…
- Let’s talk!
Computing Needs

- Course goal: Learn a UML/OD&D CASE tool
- Microsoft Visio
  - In CS and ITC labs
  - We can give you a copy!
- Rational Rose? Ugh!
  - Instead, Together Control Center
    http://www.togethersoft.com/
  - Needs Java VM (UNIX or Windows)
  - Download and talk to me about a license

Idioms, Patterns, Frameworks

- Idiom: a small language-specific pattern or technique
  - A more primitive building block
- Design pattern: a description of a problem that reoccurs and an outline of an approach to solving that problem
  - Generally domain, language independent
  - Also, analysis patterns
- Framework:
  - A partially completed design that can be extended to solve a problem in a domain
    - Horizontal vs. vertical
  - Example: Microsoft's MFC for Windows apps using C++

Examples of C++ Idioms

- Use of an Init() function in constructors
  - If there are many constructors, make each one call a private function Init()
    - Init() guarantees all possible attributes are initialized
    - Initialization code in one place despite multiple constructors
  - Don’t do real work in a constructor
    - Define an Open() member function
      - Constructors just do initialization
      - Open() called immediately after construction
    - Constructors can’t return errors
  - They can throw exceptions

Design Patterns: Essential Elements

- Pattern name
  - A vocabulary of patterns is beneficial
- Problem
  - When to apply the pattern, what context.
  - How to represent, organize components
  - Conditions to be met before using
- Solution
  - Design elements: relationships, responsibilities, collaborations
  - A template for a solution that you implement
- Consequences
  - Results and trade-offs that result from using the pattern
  - Needed to evaluate design alternatives

Patterns Are (and Aren’t)

- Name and description of a proven solution to a problem
- Documentation of a design decision
- They’re not:
  - Reusable code, class libraries, etc. (At a higher level)
  - Do not require complex implementations
  - Always the best solution to a given situation
  - Simply “a good thing to do”
Example 1: Singleton Pattern

- Context: Only one instance of a class is created. Everything in the system that needs this class interacts with that one object.
- Controlling access: Make this instance accessible to all clients
- Solution:
  - The class has a static variable called theInstance (etc)
  - The constructor is made private (or protected)
  - Clients call a public operation getInstance() that returns the one instance
    • This may construct the instance the very first time or be given an initializer

Singleton: Java implementation

```java
public class MySingleton {
    private static theInstance = new MySingleton();
    private MySingleton() { // constructor ...
}

    public static MySingleton getInstance() {
        return theInstance;
    }
}
```

Static Factory Methods

- Singleton patterns uses a static factory method
  - Factory: something that creates an instance
- Advantages over a public constructor
  - They have names. Example: BigInteger(int, int, random) vs. BigInteger.probablePrime()
  - Might need more than one constructor with same/similar signatures
  - Can return objects of a subtype (if needed)
- Wrapper class example:
  - Double d1 = Double.valueOf("3.14");
  - Double d2 = new Double("3.14");
- More info: Bloch’s Effective Java