

Course Syllabus: Object Oriented Design CS326-01

Instructor: John Sarkela

Office: New Science 1109

Hours: MWThF 9-10am; 2-4pm

Email: [jsarkela@nmu.edu](mailto:jsarkela@nmu.edu)

Skype: jussiwiljo

## Description:

This course explores the methodologies and practices of object oriented software design. Collaboration is an essential aspect of the design process, and most written assignments will be produced by teams. Teams will be fluid and change from assignment to assignment. All programming assignments will be in the Smalltalk programming language.

## Organization:

This course will consist of lecture, written assignments and programming assignments. There will be a mid-term exam and a final exam.

## Course Objectives:

Successful students will be able to:

- use agile development methodologies
- write unit tests
- write and use pattern languages
- read and write use cases, scenarios and object interaction diagrams
- improve designs using code refactoring patterns
- describe key object design patterns
- implement object designs in Smalltalk

## Grading:

50% Mid-term and Final Exam

40% Quizzes and written assignments

10% Class participation

## Disability Services:

**If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Dean of Students Office at 2001 C. B. Hedcock Building (227-1700). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.**