



COURSE DESCRIPTION

1. Information about the programme

1.1 Institution of higher education	Alexandru Ioan Cuza University of Iasi
1.2 Faculty	Faculty of Economics and Business Administration
1.3 Department	Department of Accounting, Information Systems and Statistics
1.4 Field of study	Business Informatics
1.5 Level	Master
1.6 Study programme/ Qualification	Software Development and Business Information Systems

2. Information about the course

2.1 Course name	Object Oriented Analysis and Design						
2.2 Course coordinator	Prof. Florin Dumitriu, Ph. D.; Conf. Liviu Gabriel Cretu, Ph.D.						
2.3 Seminar coordinator	Prof. Florin Dumitriu, Ph. D.; Conf. Liviu Gabriel Cretu, Ph.D.						
2.4 Year of study	I	2.5 Semester	I	2.6 Type of assessment	Ep	2.7 Discipline status	C

* C – Compulsory / E - Elective

3. Total estimated time (hours allocated to didactic activity per semester)

3.1 Total number of hours per week	3	of which: 3.2 lecture	2	3.3 seminar/lab	1
3.4 Total number of hours in the curriculum	42	of which: 3.5 lecture	28	3.6 seminar/lab	14
Time distribution					hours
Study of the handbook, coursebook, bibliography and notes					32
Additional research in the library, online and on the field					20
Preparation of seminars/labs, homeworks and projects					43
Tutorials					5
Assessment					8
Other activities.....					
3.7 Total number of self-study hours	108				
3.9 Total number of hours per semester	150				
3.10 Number of credits	6				

4. Prerequisites (if applicable)

4.1 curriculum-based	• Not applicable
4.2 competence-based	• Not applicable



**5. Conditions** (if applicable)

5.1. for lectures	<ul style="list-style-type: none">• Lecture rooms shall be provided with video projector• Students must attend 90% of lectures.• When required, homework have to be published before the lecture
5.2. for seminars/labs	<ul style="list-style-type: none">• The IT department will ensure proper install of the required software modelling tool• Students are invited to bring and use their own laptops;• Labs will have enough computers for students not owning a laptop

6. Assimilated specific competences

Professional competences	<ul style="list-style-type: none">• C1.1 Knowledge about tools, techniques and methods of analysis, design, implementation and testing of business information systems (1.5 credits)• C1.3 Combine and adapt the tools, methods and techniques for analysis, design and testing of information systems based on functional and technological requirements of the system (0.5 credits)• C1.5 Development of analysis, design, implementation and testing of an information system based on real-world case studies and compare various solutions (1 credit)• C3.4 Develop detailed architectural and technical solutions to be implemented, in terms of layers, modules and services, according to system requirements (1 credit)• C4.2 Identification of technically and economically feasible solutions for data, applications and services integration using existing methodologies and tools (1 credit)
Transversal competences	<ul style="list-style-type: none">• CT1 – The ability to communicate and collaborate in teams of different professionals (0.5 credits)• CT2 – The ability to coordinate project teams and manage informational projects (0.5 credits)

7. Discipline objectives (provided by the assimilated specific competences grid)

7.1 The general objective of the discipline	<ul style="list-style-type: none">• To apply effectively the object oriented paradigm in the design of information systems components
7.2 Specific objectives	<ul style="list-style-type: none">• Understand the role of models in software development• Use analytical reasoning to translate user requirements to software components• Understand different design patterns and their specific usage• Model software components using UML tools• Organize effectively and communicate software design





8. Content

8. 1 Lecture	Teaching methods	Observations
Introduction to Object Oriented Analysis and Design	Interactive course, lecture	1 hour, [1,4,6,7]
Business process and functional modeling	Interactive course, problem solving method	4 hours, [1,2,4]
Structural modeling	Interactive course, problem solving method	4 hours, [1,2,6]
Behavioral modeling	Interactive course, problem solving method	4 hours, [1,2,6]
Software Architecture and UML Diagrams	Interactive course, lecture	2 hours, [1,2,45]
Elements of Object Oriented Design	Lecture	2 hours, [2,3]
Introduction to Design patterns	Lecture	1 hour, [2,3]
Creational Design Patterns	Interactive course, problem solving method	4 hours, [2,3,5]
Structural Design Patterns	Interactive course, problem solving method	3 hours, [2,3,5]
Behavioral Design Patterns	Interactive course, problem solving method	3 hours, [2,3,5]
<p>Bibliography</p> <p>[1] Dennis, Alan, Barbara Wixom, David Tegarden. <i>Systems Analysis and Design: An Object Oriented Approach with UML, 5th Edition</i>. Wiley, 2015</p> <p>[2] Larman, Craig, <i>Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development</i>, Third Edition, Addison Wesley Professional, 2004, ISBN: 0-13-148906-2</p> <p>[3] Brown, W. H., Malveau, R. C., & Mowbray, T. J. (1998). <i>AntiPatterns: refactoring software, architectures, and projects in crisis</i>.</p> <p>[4] Erikson, H.E., Penker, M., (2000). <i>Business Modeling with UML</i>, Wiley Computer Publishing</p> <p>[5] Gamma, E., Helm, R., Johnson, R., & Vlissides, J. (1994). <i>Design patterns: elements of reusable object-oriented software</i>. Pearson Education.</p> <p>[6] Lethbridge, C.L., Laganier, R. (2001). <i>Object-Oriented Software Engineering</i>, McGraw Hill</p> <p>[7] Schach, S.R. (2002). <i>Object-Oriented and Classical Software Engineering</i>, McGraw Hill</p> <p>During the semester other references could be provided through the Portal FEAA.</p>		
8. 2 Seminar/lab	Teaching methods	Observations
Requirements identification	Teamwork, study case	1 hour
Functional modeling with UML	Teamwork, study case	2 hours
Structural and behavior modeling with UML	Teamwork, study case	3 hours
First assesment	Project evaluation and presentation	2 hours
Project refactoring with creational patterns	Teamwork, study case	2 hours
Project refactoring with structural patterns	Teamwork, study case	1 hour





Project refactoring with behavioral patterns	Teamwork, study case	1 hour
Second assesment	Project evaluation and presentation	2 hours
<p>Bibliography Brown, W. H., Malveau, R. C., & Mowbray, T. J. (1998). <i>AntiPatterns: refactoring software, architectures, and projects in crisis</i>. Dennis, Alan, Barbara Wixom, David Tegarden. <i>Systems Analysis and Design: An Object Oriented Approach with UML, 5th Edition</i>. Wiley, 2015 Dumitriu, F. et al. (2015), System analysis and design with UML and design patterns. A study case, electronic version Erikson, H.E., Penker, M., (2000). <i>Business Modeling with UML</i>, Wiley Computer Publishing Gamma, E., Helm, R., Johnson, R., & Vlissides, J. (1994). <i>Design patterns: elements of reusable object-oriented software</i>. Pearson Education.</p>		

9. Corroboration of the discipline content with the expectations of epistemic community representatives, professional associations as well as of representative employers in the programme related field.

The content is in-line with similar courses at top universities such as Open University, as well as with the recommendations of AIS, ACM and IEEE (SWEBOOK). Also, the content is based on the best and newest practices in software development industry and the content of laboratory activities has been carried out with the help of IT employers' representatives.

10. Assessment

Type of activity	10.1 Assessment criteria	10.2 Assessment methods	10.3 Share of final grade
Course	Part 1 – UML and OOD (chapters 1 – 6)	Test	30%
Course	Part 2 – Design patterns (chapters 7 – 10)	Test	20%
Lab	System modeling with UML	Project presentation and evaluation	30%
Lab	Design patterns	Project presentation and evaluation	20%
10.6 Minimum performance standard			
: the wighted average of the two exam tests (TP1 and TP2) should be at least 5; the wighted average of the two project assessments (P1 and P2) should be at least 5.			
The final grade is computed as: $TP1*0.3 + TP2*0.2 + P1*0.3 + P2*0.2$			

Date of completion
26.09.2017

Lecture Coordinator
Assoc. Prof. Sabina-Cristiana Necula,
Ph. D.

Seminar Coordinators
Assoc. Prof. Sabina-Cristiana
Necula, Ph. D.

Date of approval within the department

Head of Department
Prof. Florin Dumitriu, Ph.D.

