# CSCI 2300: OBJECT ORIENTED SOFTWARE DESIGN

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cs.slu.edu/~holdener/csci2300

# What we'll be doing this semester

- Develop mid-scale software from start to end
- Document design
- Get familiar with Java programming language
- Learn core design principles
- Review each other's designs
- Collaborate on software projects
- Group activities in class
- Class participation is important (10% of your grade)

# Course Specifics

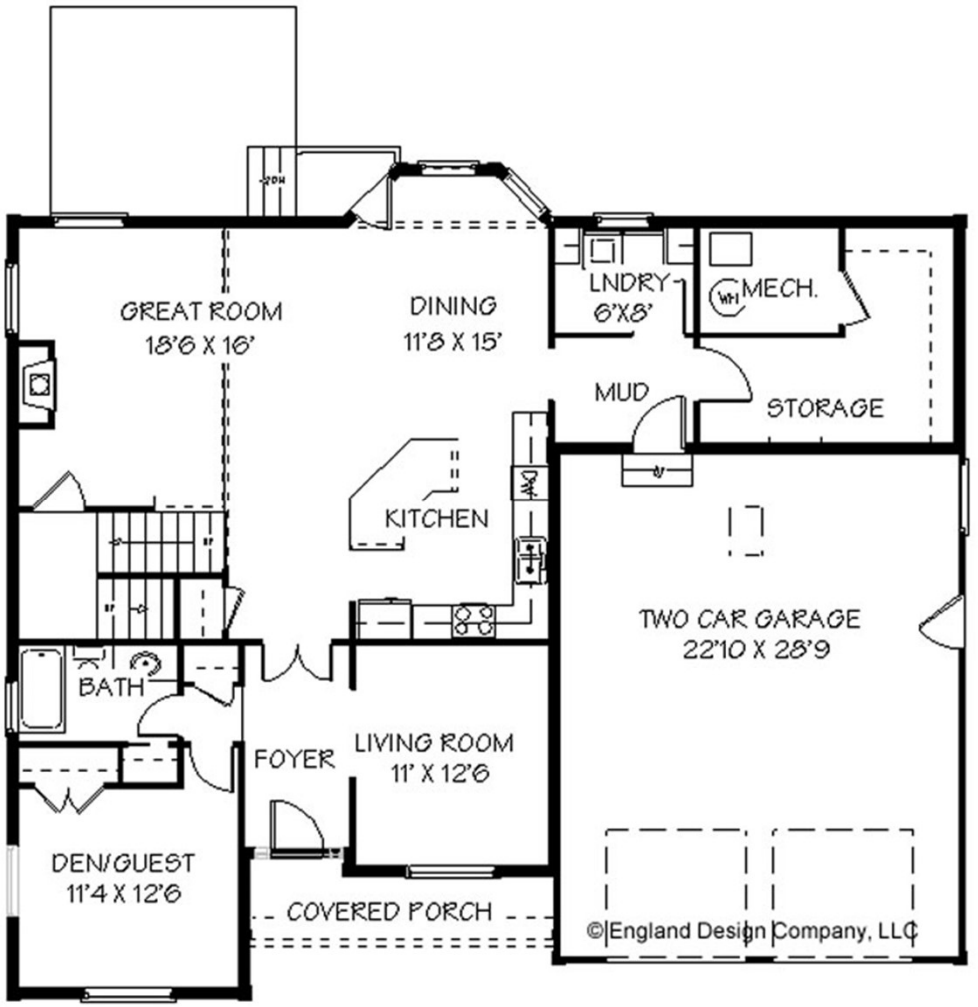
- Course web site: cs.slu.edu/~holdener/csci2300
- Read the syllabus
- Some syllabus highlights:
  - *Grading*
  - *Textbook*
  - *Attendance*
    - Fall/Spring semester $21,850 (12-18 credit hours)
    - This class for the semester: ($21850/18)*3 = $3641.6667
    - One class: $3641/43 = $84.69
- Academic integrity

# Think of your past software design experience

- Did the projects have a good design?
- Could the design be better?
- Was there a design at all?
- Was it easy to make changes to code
- Did a small change produce a ripple effect of changes elsewhere
- Was the code hard to reuse?
- Was the software difficult to maintain after it was done?

# Requirements

# Design


GREAT ROOM
18'6 X 16'
DINING
11'8 X 15'
LNDRY
6'X8'
MECH.
MUD
STORAGE
KITCHEN
TWO CAR GARAGE
22'10 X 28'9
BATH
FOYER
LIVING ROOM
11' X 12'6
DEN/GUEST
11'4 X 12'6
COVERED PORCH
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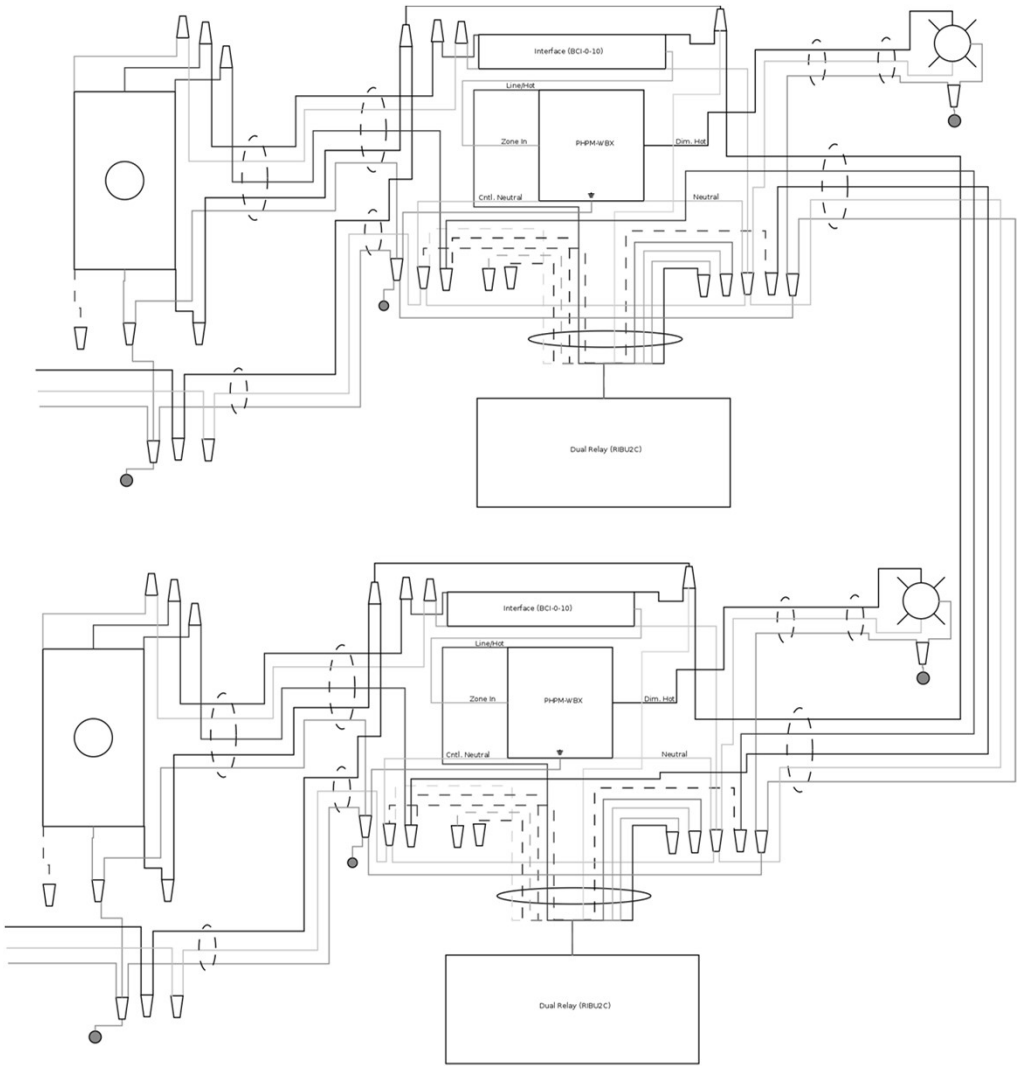
# Technical Diagrams



# Good and Not So Good Software

## Good

- Speed (fast)
- Does what you expect
- Secure
- Intuitive interface (easy to navigate)

## Not So Good

- Bad User Interface (UI)
- Learning curve with few resources to get help (poor documentation)
- Unreliable/crashing