CS 4550: Software Architecture and Design

Semester Hours: 3.0
Contact Hours: 3
Coordinator: Robert Dyer
Text: Pattern-Oriented Software Architecture, A System of Patterns: Vol 1
Author(s): Frank Buschmann
Year: 2000

SPECIFIC COURSE INFORMATION

Catalog Description:
Software Architecture and Design. Principles and concepts of analyzing and designing large software systems. Analysis of software systems. Designing software systems using design patterns and object-oriented techniques. Prerequisite: Grade of C or better in CS 3540.

Course type: Elective

SPECIFIC COURSE GOALS

• I can select and use appropriate design patterns.
• I can specify a software system's architecture using UML.
• I can understand separation of concerns and its impact on software design.
• I can architect a software system based on the given requirements.
• I can perform a design review on a software system.

LIST OF TOPICS COVERED

• Introduction and Importance of Design
• Software Architecture
  o Components and connectors
  o Constraints
  o Composition
• Unified Modeling Language
• Software Design
  o Design reviews
  o Inter-operability
• Separation of concerns

• Object-oriented Design
  o Design patterns
  o Information hiding
  o Interfaces
  o Inheritance and polymorphism