Overview of Week 9

#	Date	Lectures	iPad Notes	Study Materials
9	WED, Nov 11 to TUE, Nov 17	**Playlist for Week 9** (≈ 3 hours) • Lecture 9 - Introduction and Overview of Week 9 • Lecture 9 - Part 0: Motivating Problem - Distributed Clients/Servers • Lecture 9 - Part 1a: Design Attempt 1 - Remote Procedure Calls • Lecture 9 - Part 1b: Drawback of Design Attempt 1 • Lecture 9 - Part 2a: Observer Pattern - Architecture • Lecture 9 - Part 2b: Observer Pattern - Implementation • Lecture 9 - Part 2c: Observer Pattern - Runtime • Lecture 9 - Part 2d: Drawback of Design Attempt 2 • Lecture 9 - Part 3: Design Attempt 3 - Event-Driven Design • Lecture 9 - Part 4a: Event-Driven Design in Java - Implementation • Lecture 9 - Part 4b: Event-Driven Design in Java - Runtime • Lecture 9 - Part 5: Event-Driven Design in Eiffel	INTRO PRE POST	• Slides ▪ Lecture 9: Observer Design Pattern and Event-Driven Design ▪ Lecture 9: Observer Design Pattern and Event-Driven Design [4up] • Diagrams ▪ First Design for Weather Station ▪ Observer Design Pattern (Generic) ▪ Observer Design Pattern (Weather Station) ▪ Event-Driven Design • Questions? ▪ Post Your Questions in this Document. • Source Code ▪ Weather Station: Design Attempt 1 ▪ Weather Station: Design Attempt 2 (Observer Pattern) ▪ Weather Station: Design Attempt 3 (Event-Driven Design in Java) ▪ Weather Station: Design Attempt 3 (Event-Driven Design in Eiffel)

Learning Objectives of Week 9

- Distributed Systems - Servers vs. Clients
- Design Attempt 1: Preemptive Clients
- Design Attempt 2: Observer Design Pattern
- Design Attempt 3: Event-Driven Design

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many-to-many

Milestones of Week 9

- Work on Project
- Complete Quiz8
- Start Lecture Series W9