

# EECS 3311 3.00: Software Design

Winter 2024

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## Instructor

- Song Wang (<http://www.eecs.yorku.ca/~wangsong>)
- Contact: wangsong@yorku.ca
- Lecture Times: 16:00 PM – 17:30 PM, Mondays and Wednesdays;
- Office Hours: 14:00 PM – 16:00 PM, Mondays; or by Appointments.

## Prerequisites

- **General Prerequisites:** A cumulative grade point average (GPA) of 4.50 or better over all previously completed Major EECS courses. The GPA computation excludes all EECS courses that have a second digit 5, or are Co-Op/PEP courses.
- LE/EECS 2011 3.00
- LE/EECS 2031 3.00
- SC/MATH 1090 3.00

## Course Description

A study of design methods and their use in the correct construction, implementation, and maintenance of software systems. Topics include software life cycles, software design, software implementation, software testing, documentation needs and standards, support tools. Students design and implement components of a software system.

This course focuses on design techniques for both small and large software systems. Techniques for the design of components (e.g., modules, classes, procedures, and executables) as well as complex architectures will be considered. Principles for software design and rules for helping to ensure software quality will be discussed. The techniques will be applied in a set of small assignments, and a large-scale project, where students will design, implement, and maintain a non-trivial software system.

Three lecture hours and 1.5 lab hours, weekly.

## Course Learning Outcomes

Upon completion of the course, students are expected to be able to:

**CLO1** Implement specifications with designs that are correct, efficient, and maintainable.

**CLO2** Develop systematic approaches to organizing, writing, testing, and debugging software.

**CLO3** Develop insight into the process of moving from an ambiguous problem statement to a well-designed solution.

**CLO4** Design software using appropriate abstractions, modularity, information hiding, and design patterns.

**CLO5** Develop facility in the use of an IDE for editing, organizing, writing, debugging, documenting designs, and the ability to deploy the software in an executable form.

**CLO6** Describe software specifications via Design by Contract, including the use of preconditions, postconditions, class invariants, as well as loop variants and invariants.

**CLO7** Write precise and concise software documentation that also describes the design decisions and why they were made.

## Reference Textbooks

- 1 **Title:** Design Patterns: Elements of Reusable Object-Oriented Software  
**Author:** Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides  
**Publisher:** Addison Wesley, 1994.  
**Edition:** First Edition  
**ISBN-10:** 0201633612  
**ISBN-13:** 978-0201633610
- 2 **Title:** UML Distilled: A Brief Guide to the Standard Object Modeling Language  
**Author:** Martin Fowler  
**Publisher:** Addison-Wesley, 2003.  
**Edition:** Third Edition  
**ISBN-13:** 9780321193681
- 3 **Title:** Domain Driven Design: Tackling Complexity in The Heart of Software  
**Author:** Eric Evans  
**Publisher:** Addison-Wesley, 2014.  
**Edition:** First Edition  
**ISBN-13:** 9780321125217

- 4 **Title:** Clean Architecture: A Craftsman’s Guide to Software Structure and Design  
Paperback  
**Author:** Robert Martin  
**Publisher:** Pearson, 2017.  
**Edition:** 1st Edition  
**ISBN-13:** 9780134494166

## Labs

- Lab Sec. 01  
  
10:00 am – 11:30 am on Mondays  
Venue: Lassonde Building (LAS) 1006 [ D5/19 on the Keele Campus Map ]
- Lab Sec. 02  
  
17:30 pm – 19:00 pm on Wednesdays  
Venue: Lassonde Building (LAS) 1006 [ D5/19 on the Keele Campus Map ]

## Attendance

- The range of topics covered in this course is extensive, and due to the limited lecture and lab time, these topics are covered in an intensive manner. Therefore, attendance at both lectures and labs are *necessary* in order for you to keep up and perform well.
- Students are responsible for attending all classes and lab sessions, arriving on time, and coming fully prepared to discuss the assigned readings and exercises.

## Lab Tests

- In chosen lab sessions, you will be required to complete programming tasks (using an IDE) or writing tasks. These tests are designed to test your understanding of the taught concepts, as well as your mastery of using the programming tool to develop working solutions to given problems.
- These tests are based on lecture materials and lab exercises. For your preparation, instructions of the lab test will be distributed in advance.
- For your submission to be assessed, you **must** submit *compilable* source code. We will use auto marking tool to examine your written code, so you receive very low marks by submitting code that does not compile.
- Lab test to be done individually in the lab.

## Academic Integrity

- On default, all labs are to be completed **individually**: **no group work is allowed**.
- All lab and project submissions will be checked automatically via plagiarism checkers: **suspicious submissions will be reported to Lassonde** for a formal investigation.
- To protect yourself from ending up with a submission that is suspiciously similar to someone else's, **you want to avoid**:
  - Discussing code-level details about labs/project with anyone.
  - Discussing concrete steps about your solution or someone's solution.
  - Sharing any part(s) of your solutions.
  - Giving or receiving instructions about what exactly you should type for a fragment of code.
  - **It is acceptable to ask about how to solve a question in general (i.e., how to write a loop in general), but unacceptable to ask about how to write code specifically for solving a problem.**

## Quizzes

- We have around four quizzes. A quiz will be released every other week on **Fridays** and they cover topics introduced in the lectures in between two quizzes.
- Quizzes are open-booked.
- Each quiz will be opened for its submission for 24 hours.
- Each quiz will consist of around 10 questions with a variety of forms (e.g., multiple choice, matching answers, true/false, or written questions).
- There is only one single attempt allowed for the quiz.
- All quizzes are on <https://eclass.yorku.ca/eclass/>.

## Late Submission Policy for Projects

We accept late submissions of the projects, the policy is as follows:

- Submitted on time before the deadlines (or extended deadlines): Whatever mark it gets from the Rubric.
- Within the next 24 hours: 10% penalty.
- Within the next 48 hours: 50% penalty.

## Grading Scheme (tentative)

| <b>Component</b>      | <b>Out</b>              | <b>Due</b>  | <b>Percentage</b> |
|-----------------------|-------------------------|-------------|-------------------|
| Lab Test 1            | the week of Feb. 5th    | -           | 5%                |
| Lab Test 2            | the week of March. 11th | -           | 7%                |
| Lab Test 3            | the week of April. 1st  | -           | 8%                |
| Project Deliverable 1 | Jan. 16th               | Feb. 18th   | 10%               |
| Project Deliverable 2 | -                       | March. 18th | 10%               |
| Project Deliverable 3 | -                       | April. 1st  | 15%               |
| Quiz 1                | Jan. 26th               | in 24 hours | 2.5%              |
| Quiz 2                | Feb. 9th                | in 24 hours | 2.5%              |
| Quiz 3                | March. 8th              | in 24 hours | 2.5%              |
| Quiz 4                | March. 22nd             | in 24 hours | 2.5%              |
| Final Exam            | TBD                     | -           | 35%               |

## Letter Grades and their Interpretations

| Letter Grade | Grade Point | Interpretation     |
|--------------|-------------|--------------------|
| A+           | 9           | Exceptional        |
| A            | 8           | Excellent          |
| B+           | 7           | Very Good          |
| B            | 6           | Good               |
| C+           | 5           | Competent          |
| C            | 4           | Fairly Competent   |
| D+           | 3           | Passing            |
| D            | 2           | Marginally Passing |
| E            | 1           | Marginally Failing |
| F            | 0           | Failing            |

## Tasks in Weekly Lab Sessions (topics are tentative)

| WEEK                            | DATE        | TASK                                |
|---------------------------------|-------------|-------------------------------------|
| Week 1                          | Jan. 8th    | Basic tools: Eclipse, Github, Junit |
| Week 2                          | Jan. 15th   | Class Diagrams                      |
| Week 3                          | Jan. 22nd   | Class Diagrams                      |
| Week 4                          | Jan. 29th   | <b>Lab Test 1</b>                   |
| Week 5                          | Feb. 5th    | Design Patterns                     |
| Week 6                          | Feb. 12th   | Design Patterns                     |
| Reading Week (Feb. 18th – 24th) |             |                                     |
| Week 8                          | Feb. 26th   | Software Architecture Design        |
| Week 9                          | March. 4th  | <b>Lab Test 2</b>                   |
| Week 10                         | March. 11th | Code Smell                          |
| Week 11                         | March. 18th | DBC                                 |
| Week 12                         | March. 25th | DBC                                 |
| Week 13                         | April. 1st  | <b>Lab Test 3</b>                   |

## Tentative Course Calendar

| Week | Topics  |
|------|---|
| 1    | Introduction; Basic OOP Design Principles<br>JUnit                  |
| 2    | UML<br>UML  |
| 3    | SOLID Principles<br>Design Pattern (Creational Design Pattern)      |
| 4    | Pattern (Structural Pattern)<br>Design Pattern (Structural Pattern) |
| 5    | Design Pattern (Behavioral Patterns)<br>Architectural Patterns      |
| 6    | Architectural Patterns<br>Process Models                            |

Winter Reading Week: Feb. 17th – 23rd

| <b>Week</b>   | <b>Topics</b>                                      |
|---|--|
| 7   | TDD<br>Test Case                                   |
| 8   | Input Space For Tests<br>Input Space For Tests     |
| 9   | Test Automation<br>Testing Management              |
| 10  | Code Smells/Refactoring<br>Code Smells/Refactoring |
| 11  | Static Analysis<br>Static Analysis                 |
| 12  | Static Tools<br>JML Supported DbC                  |
| 13  | Wrap-Up & Review                                   |
| <b>Winter Study Day: April. 9th</b><br><b>Exam Period: April. 10th – 27th</b> |  |