School of Business, Computing and Law



Module Scheme - Semester 1

Module Name:	Object Oriented System Development (OOSD)		
Module Code:	CO567	Academic Year:	2018 - 2019
Tutor(s):	Richard Jones	Semester:	One Level: 5
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Learning Outcomes:

On successful completion of the module, the student will be able to:

- LO1. Demonstrate the fundamental concepts and principles of the object-oriented approach to the complete software lifecycle.
- LO2. Analyse a problem area in an object-oriented manner, identifying the relationship between objects and the real world.
- LO3. Design a solution using an object-oriented methodology, with all the required supporting documentation.
- LO4. Analyse a problem area and interpret a given object-oriented design in terms of required implementation in a designated high level object-oriented programming language.
- LO5. Appraise the potential object-oriented system development along with discussing and applying the current trends in object-oriented metrics and testing.
- LO6. Manage and work within the dynamics of a software development team using CASE development tools and to be able to produce a report with appropriately analysed conclusions.

Assessment Summary:

Assessment Task	Key Dates	
Written TCA: 60 mins (20%)	Submission: Wk 7 (w/b: 12/11/18) In Session	
	Feedback Due: Wk 10 (w/b: 03/12/18)	
Coursework – Coursework: A - Report: Analysis and Design with identified	Submission: Wk 12 (w/b: 017/12/18)	
individual contributions: B - Report:	Feedback Due: Wk 18 * (w/b: 28/01/19)	
Implementation with identified individual		
contributions (approx. 2000 words in total) (80%)	*Please note that week numbers are University week numbers	

CO567 OOSD Page 1 of 3

Week by Weel	k Guide:	Underpinning	Practical Labs.
Week 1:		,	
beginning	Information Systems and the Challenges in		Intro to Java – Blue J Environment Foundations
01/10/2018	J		of Object Orientation
14/ 1 0	Development		Introduction to CASE Tool
Week 2:	What is Object-Orientation?		
beginning			Java - Objects and Classes
08/10/2018 Week 3:	Modelling Concepts, Activity Diagrams &		CASE Tool Business Process Modelling
beginning	Development Process		Java - Understanding Class Definitions
15/10/2018	Development Process		CASE Tool Activity Modelling
Week 4:	Requirements Capture & Use Case Diagrams		Office Foot Fourth, Modelling
beginning	1 10 40		Java - Object Interaction
22/10/2018			CASE Tool Use Case Modelling - 1
Week 5:			Java Crauping Objects
beginning	Requirements Analysis		Java - Grouping Objects CASE Tool Use Case Descriptors
29/10/2018			0,102 1001 000 0000 Descriptors
Week 6:			Java - Developing Sophisticated Behaviour
beginning	Refining the Requirements		CASE Tool Use Case Modelling - 2
05/11/2018 Week 7:			
beginning	TCA (20%	4)	Java - Designing Classes
12/11/2018	104 (207	0)	CASE Tool Workshop - 1
Week 8:	Object Interaction		
beginning	,,		Java - Testing for well-behaved objects
19/11/2018			CASE Tool Class Modelling - 1
Week 9:	Specifying	g Operations	
beginning			Java - Improving programme structure -
26/11/2018	0 16 1		Inheritance CASE Tool Class Modelling - 2
Week 10:	Specifying	g Control	Lava Conthan Internitana
beginning			Java - Further Inheritance
03/10/2018 Week 11:			CASE Tool State Modelling Java –
beginning	Moving in	to Design	1. 1. Further Abstraction Techniques
10/12/2018	IVIOVING III	to Design	2. Introduction to building graphical user
10, 12, 20 10			interfaces
			CASE Tool – Introduction to Remaining Diagrams
			1
Week 12:	Further D	esign Modelling	1. Handling Errors
beginning		ork Submission (80%)	2. Running Java without Blue J
17/12/2018			CASE Tool – Further Remaining Diagrams 2
Weeks	WINTED D	ECESS / CUDISTRAS VACATION	
13,14,15	VVIIVIEKK	ECESS / CHRISTMAS VACATION	
Week 16:	Discussion	n of the link between Analysis,	Java - Designing Applications Practical Examples
beginning		nd Implementation	CASE Tool Workshop - 2
14/01/2019			•
Week 17:	Madula	aviau.	Java Workshop
beginning 21/01/2019	Module R	eview	CASE Tool Workshop
21/01/2019			

CO567 OOSD Page 2 of 3

Core Text(s):

KEY TEXTS:

Bennett, S. et al. (2010), *Object-oriented Systems Analysis and Design Using UML*, 4th edition. McGraw-Hill Education. ISBN 007712536-3

Barnes, D. & Kolling, M. (2017), Objects First with Java – A Practical Introduction Using BlueJ, 6th edition. ISBN: 013249266-0

Additional Reading:

Bouzeghoub, M. et al. (1997) *Object Technology: Concepts And Methods*. International Thomson Computer Press. ISBN 1850323011.

Dennis, A., et. al., (2015) Systems Analysis and Design: An *Object-Oriented Approach with UML6th Ed.*, John Wiley and Sons. ISBN 978-1-118-89784-3.

CO567 OOSD Page 3 of 3