CS6310: Software Architecture and Design

Georgia Tech OMSCS Course Materials

Administrativa

Instructors

- Spencer Rugaber

Teaching Assistant

- Jarrod Parkes (Course Developer)

Description

This course teaches the principles and concepts involved in the analysis and design of large software systems. Below, are the learning objectives:

- Express the analysis and design of an application using UML
- Specify functional semantics of an application using OCL
- Specify and evaluate software architectures
- Select and use appropriate architectural styles
- Understand and apply object-oriented design techniques
- Select and use appropriate software design patterns
- Understand and perform a design review

Prerequisites

- An undergraduate software engineering course or industrial software development experience is required

How This Course Works

- How This Course Works
Class Policies

• Students are expected to abide by the [Georgia Tech Honor Code](#) and academic policies as specified in the [Georgia Tech Catalog](#)
  • Honest and ethical behavior is expected at all times
  • All incidents of suspected dishonesty will be reported to and handled by the Office of Student Affairs
  • You are to complete all assignments yourself, unless the assignment instructions explicitly state otherwise
  • You may discuss the assignments with your classmates, but you may not copy any solution (or part of a solution) from a classmate
• Readings should completed before the lesson for which they are listed
• All assignment and project policies, due dates, and submission information will be listed on [T-Square](#)
• Any changes to these policies and other course announcements will be posted on [T-Square](#), which you are expected to read
• If you have any questions concerning a grade that you received in this course, first contact the teaching assistant who graded it

Course Schedule

• [Course Schedule](#)

Resources

• [Class Resources Page](#)