

BLG 468E - Object-Oriented Modeling and Design

Prerequisites:

BLG 252E Object-Oriented Programming.

To understand the more advanced topics in object-oriented modeling and design, you need to remember what you learned in BLG 252E Object-Oriented Programming.

Grading:

Midterm: 40%

Assignments: 20%

Final exam.: 40%

Eligibility to take the final exam:

1.Attendance:

According to academic regulations of the university 70% attendance to courses is mandatory. Any student, who cannot meet this criterion, will fail the course with a grade of **VF** and **not be allowed to take the final exam**.

Viewing lecture recordings later does NOT meet the attendance requirement.

2. Mid-semester average grade:

For taking the final exam, the mid-semester average grade must be at least **35/100**.

Average mid-semester grade = $(0.20 * \text{Assignments} + 0.40 * \text{Midterm}) * 100/60$

Any student who gets a grade lower than the required grade on this assessment, will fail the course with a grade of **VF** and **not be allowed to take the final exam**.

Course grade:

- Your grade for this course will be determined by your scores on the midterm, homework, and the final, not by any external circumstances which you think are "special" or "unique".
- The only valid way to pass the course is to work hard and get sufficient grades in exams and assignments.
- Talking to the instructors and begging at the end of the semester will not help you to pass the course.
- As this course is in the last semester of the curriculum, failing may delay your graduation.

Course Material and Announcements on Course Site:

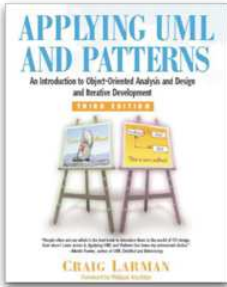
- The official website of the course is in the Ninova e-learning system. (<http://ninova.itu.edu.tr>)
- Registered students to the course can log in the system using their İTÜ user IDs and passwords.
- You are expected to check the Ninova web site and your ITU e-mail for homework and announcements. In addition, you are responsible for all announcements that may be made on the course web site and in class.

Academic honesty:

You are expected to read the Undergraduate Education Regulations (<https://www.sis.itu.edu.tr/TR/mevzuat/lisans-yonetmelik.php>) and ITU Academic Honesty Pledge (<https://www.sis.itu.edu.tr/TR/mevzuat/akademik-onur-sozu-esaslar.php>) and behave

accordingly. Cheating on the exams or on homework will be punished in the most severe manner, resulting in failing the course with a grade of VF, as well as disciplinary action.

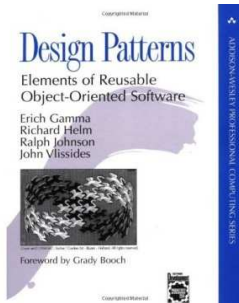
Text Books:



Craig Larman, *Applying UML and Patterns, An Introduction to OOA/D and Iterative Development*, 3/e, 2005.



Eric Freeman, Elisabeth Robson, *Head First Design Patterns: Building Extensible and Maintainable Object-Oriented Software*, O'REILLY, 2nd ed. 2020.



Gamma E., Helm R., Johnson R., Vlissides J., *Design Patterns: Elements of Reusable Object-Oriented Software*, Reading MA, Addison-Wesley, 1995.