

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.

Course Site (Material and Announcements):

- You can find all necessary information about the course (including the **syllabus** and lecture notes) in the Ninova e-learning system: <http://ninova.itu.edu.tr>.
- You must log in to the Ninova system using your İTÜ ID and password.
- Check the Ninova website and your İTÜ e-mail regularly. E-mails about assignments and announcements are sent to İTÜ accounts.

If you use another e-mail account, forward your İTÜ e-mails to your other account.

Grading:

- Midterm : 40%
- Assignments: 20%
- Final : 40%

Eligibility to take the final exam:

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

Average mid-semester grade = $(0.20 \times \text{Assignments} + 0.40 \times \text{Midterm}) \times 100/60 \geq 35$

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:

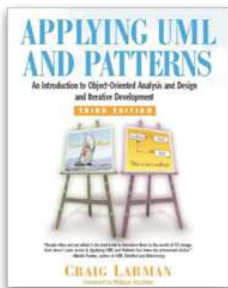
- Your grade for this course will be determined by your scores on the midterm, homework, and the final, not by any external circumstances that you think are "special" or "unique."
- There are no subjective criteria in this course. The exams and homework are graded based on the same objective rubrics for all students.
- The only way to pass the course is to work hard and get good grades on exams and assignments.
- Do not contact professors at the end of the semester to negotiate a better grade.
- As this course is in the last semester of the curriculum, failing may delay your graduation.

Academic honesty:

- Cheating on exams or homework will be punished most severely, resulting in failing the course with a grade of VF, as well as disciplinary action.
- Every piece of work that you turn in with your name on it must be yours and yours alone.
- No collaboration is allowed on any test or homework.

- Especially you are not allowed to copy someone else's homework. This is plagiarism.
- You must not enable someone else to turn in work that is not his or hers. Do not share your work with anyone else.
- You may not copy solutions from the Internet either. This is considered cheating!
- 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.

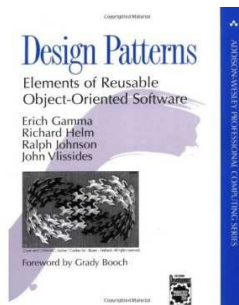
Textbooks:



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.

Note:

- Lecture notes are not books. These general informational materials are prepared for lectures and emphasize key points.
- You should also use resources besides lecture notes to understand the topics adequately.