Instructional Objectives for
EECS486 Object Oriented Software Development

The student should be able to do the following by the end of the course:

1. Apply individual UML architectural models (deployment diagrams, component diagrams), structural models (object diagrams, class diagrams, packages), and behavioral models (use case diagrams, activity diagrams, statechart diagrams, collaboration diagrams, sequence diagrams) to described domains.
2. Map between related diagrams and incorporate the interplay into system understanding. As an example, the student should be able to map the following sequence of UML diagrams: scenario, sequence diagram, collaboration diagram, object diagram, class diagram.
3. Decompose a moderately complex system and completely describe its implementation in terms of object oriented characteristics. Both requirements and design of the system are described.
4. Use a current industry standard tool (Visio 2002 Professional) to model a system decomposition.
5. Work within a group of 2-4 persons to accomplish jointly established goals.