

GEORGE MASON UNIVERSITY
Department of Computer Science

SWE 621 - Software Modeling and Architectural Design

Prerequisite: Software engineering foundation courses or equivalent

Fall 2019 Tuesday, 7:20 - 10:00 PM

Location: Art and Design Building L008

Professor: Dr. Erika Olimpiew

Teaching Assistant: TBD

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Mobile: (571) 528-0269

Office Hours:

Dr. Erika Olimpiew - By appointment, phone, and email

Course Description:

This is a course in concepts and methods for the architectural design of software systems of sufficient size and complexity to require the effort of several people for many months. Fundamental design concepts and design notations are introduced. Several design methods are presented and compared, with examples of their use. Students will undertake a term project working in small groups addressing the design of a relatively complex software system.

Referenced Course Texts:

There is no required textbook for this class. However, the class will include material from published articles and from the following textbook:

H. Gomaa, "Software Modeling and Design: UML, Use Cases, Patterns, and Software Architectures," Cambridge University Press, 2011, ISBN: 9780521764148

Course Material:

Download from Blackboard Web site as follows:

To access Courses, log in at: <http://mymason.gmu.edu>, click on the Courses Tab and locate SWE 621 link in the Course List.

Grading:

Term Project Assignments	50%
Participation	10%
Final Exam	40%

Software Tools:

Cameo Systems Modeler (MagicDraw) or Visual Paradigm

Honor Code:

All Computer Science students must adhere to the GMU Honor Code and Computer Science Department Honor Code as described in <https://cs.gmu.edu/resources/honor-code/>