

OBJECT-ORIENTED ANALYSIS AND DESIGN MADE EASY

WORKSHOP SESSION

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Teaching object-oriented analysis and design to students unfamiliar with the software development process presents some special difficulties. It is not enough to focus on the details of a particular methodology. One must in addition embed a methodology in an overall approach to software development. This tutorial/workshop presents a comprehensive process that borrows features from several of the most popular object-oriented approaches to analysis and design. Case studies illustrate the technique, which is language independent.

Instructors who are planning to introduce object-oriented methodologies into a course on software engineering will find this tutorial/workshop helpful. The process encompasses a full range of analysis and design activities without getting bogged down in too many technicalities. The author has found the popular books on object-oriented analysis and design to be unsuitable for undergraduate classroom use. These books are usually intended for the professional programmer who is looking for a rich and expressive methodology rather than for the student who is doing analysis and design for the first time.