朝陽科技大學 095學年度第2學期教學大綱
Object-Oriented Software Engineering 物件導向軟體工程

當期課號	3816	Course Number	3816
授課教師	謝富雄	Instructor	HSIEH,FU SHIUNG
中文課名	物件導向軟體工程	Course Name	Object-Oriented Software Engineering
開課單位	資訊工程系(四進)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	這門課包含物件導向軟體工程的特點，並且提供一個簡單與實用的方式來介紹物件導向的重要特性。在完成這門課之後，學生將可以學習到下面幾點：1.什麼是物件導向軟體工程；2.物件導向軟體工程的重要性；3.如何使用統一塑模語言(UML)來開發與管理軟體專案；4.如何應用最新的方法來開發軟體。	Objectives	This course covers the special features of object-oriented software engineering and provides an easy and practical introduction to the important characteristics of object orientation. Students will understand the following basics after finishing this course: 1. what is object-oriented software engineering; 2. why object-oriented software engineering is important; 3. how to develop software and manage a software project by using the Unified Modeling Language; 4. how to apply the modern development methods to software development.
教材		Teaching Materials	
成績評量方式	1.Midterm Report: 40% 2.Final Report (Project): 40% 3.Class participation: 20%	Grading	1.Midterm Report: 40% 2.Final Report (Project): 40% 3.Class participation: 20%
教師網頁			
教學內容	The Course will cover topics in software engineering such as: 1.Software Processes 2.Software Requirement 3.Object-Oriented Design and Reuse 4.System Model and UML (Unified Modeling Language) 5.Software Testing/Quality Assurance 6.Software Maintenance	Syllabus	The Course will cover topics in software engineering such as: 1.Software Processes 2.Software Requirement 3.Object-Oriented Design and Reuse 4.System Model and UML (Unified Modeling Language) 5.Software Testing/Quality Assurance 6.Software Maintenance

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