# 朝陽科技大學 096學年度第2學期教學大綱
# Object-Oriented Analysis and Design 物件導向分析與設計

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| **當期課號** | 2294 | **Course Number** | 2294 |
| **授課教師** | 洪國龍 | **Instructor** | HUNG,KUO LUNG |
| **中文課名** | 物件導向分析與設計 | **Course Name** | Object-Oriented Analysis and Design |
| **開課單位** | 資訊管理系(四日)二C | **Department** | |
| **修習別** | 必修 | **Required/Elective** | Required |
| **學分數** | 3 | **Credits** | 3 |
| **課程目標** | 本課程的目的爲探討及研究一個設計良好的資訊系統具備的要素及其設計理念，並介紹物件導向分析、設計及設計樣式等技術，本課程將會利用一個簡單的研究實例，來闡明物件導向分析與設計的實務，內容涵蓋UML介紹、OOA、OOD的議題、一些重要的設計樣式及如何整合這些技術在實際個案上。 | **Objectives** | The goal of this course is first to explore and study what a well-developed information system is and how to build it. And then the object-oriented analysis and design, design pattern techniques are discussed. The course will utilize a simple case study to introduce the practical and detail procedure of the OOA, OOD and how to integrate the important object oriented techniques such as design pattern and framework etc. to this study. |
| **教材** | 投影片教學 | **Teaching Materials** | Powerpoint teaching |
| **成績評量方式** | 平時成績(10%) 課程參與及作業(30%) 期中考(30%) 期末考(30%) | **Grading** | general(10%) homework(40%) mid-term exam(30%) final exam(30%) |
| **教師網頁** | _ | | |
| **教學內容** | 1.物件導向技術之基本概念<br>2.UML簡介<br>3.資訊系統之發展流程<br>4.建立使用案例模型<br>5.利用OOA建立領域模型<br>6.利用OOD建立設計模型<br>7.將設計轉換成程式碼（以Java爲例） | **Syllabus** | 1. Concept of object oriented technology<br>2. Introduction to UML<br>3. Unified process<br>4. Build use case model<br>5. Build domain model using OOA<br>6. Build design model using OOD<br>7. Transfrom to code |

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