

ADP COURSE EVOLUTION – SIX YEARS LONG JOURNEY

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Overview

Basics

The team

Course specifics

- Topics

- The groups

Results

Conclusions

Architecture, design and patterns (ADP)

Basics

MSc level course

Course syllabus created as part of the TEMPUS Software Engineering studies

Our first experience with the course – 2010

Very different groups of students per year

Groups vary from 12 – 2 students

Diverse backgrounds

The team of ADP in Skopje

Nevena Ackovska

Lectures

Magdalena Kostoska

Exercises

Valuable team member

Experts from the industry

Very colorful group of students

33 students

11 working in Software Industry – manager level

- Know it all!

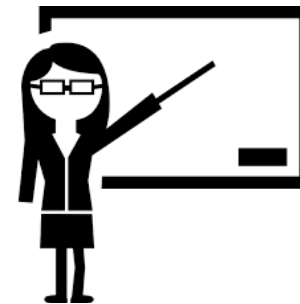
18 working in Software Industry – developers

- Do it all!

1 in education

2 unemployed (non IT background, during the studies)

1 abroad (during studies)



Students' specifics

About 1/2 studied Design and software architecture and other Software engineering courses during Undergraduate studies

Most of the students have good knowledge of specific programming language
Some students were more familiar with C# and .NET platform, rather than Java

Small number of students didn't know programming (!!!)
Dropped the course during the lecture time

Most good in delivering group software projects
As leaders or team members
How good are they on their own???

The structure of the classes

Weekend type, Fridays afternoons, other afternoons...

Most of the students work

Lectures were pretty standard

But changed with the evolution of the knowledge of students an IT industry in general

Java and C# based exercises, homework and projects

Magdalena Kostoska takes care

Topics

Introduction to Software Architecture

Analogy with Classical Architecture

The Deliverables of SA

Elements of SA

Analysis and Evaluation of SA

Architecture, processes, and organization

Model Driven Architecture

Design patterns

Frameworks and tools

Refactoring

Design characteristics and metrics

SDA - Topics

Introduction to software architecture, design and patterns

Design patterns

Factory, Prototype, Composite, Adapter, Decorator, Observer, Template Method, Strategy and finally MVC

Refactoring

Introduction to refactoring and usage

More about SA modularity, cohesion and examples of specific software architecture

Additional upgrade

Students ask to have greater intro in Patterns and Design in general

Although most of the students get a glimpse on this during Undergrad studies, they lack real experience → project

Added 1 expert lecture

Seminar on Software Processes and Structure

Whole day event

Listen to ex students who did well

Projects

3 possible types

Java and C# based coding of bigger software problems

Design and Patterns usage: given specific task and choice to use Java or C#

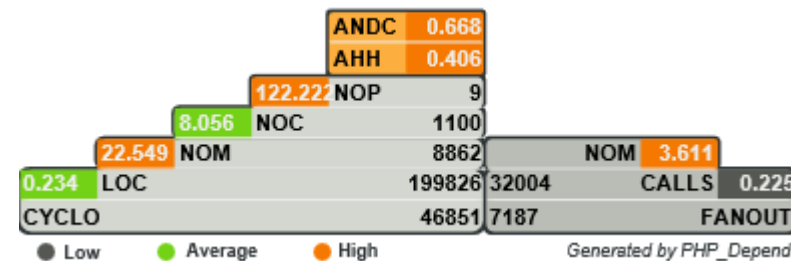
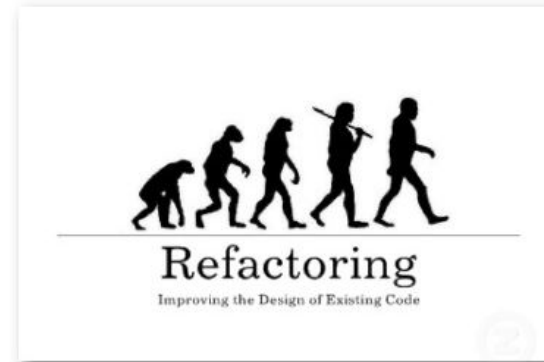
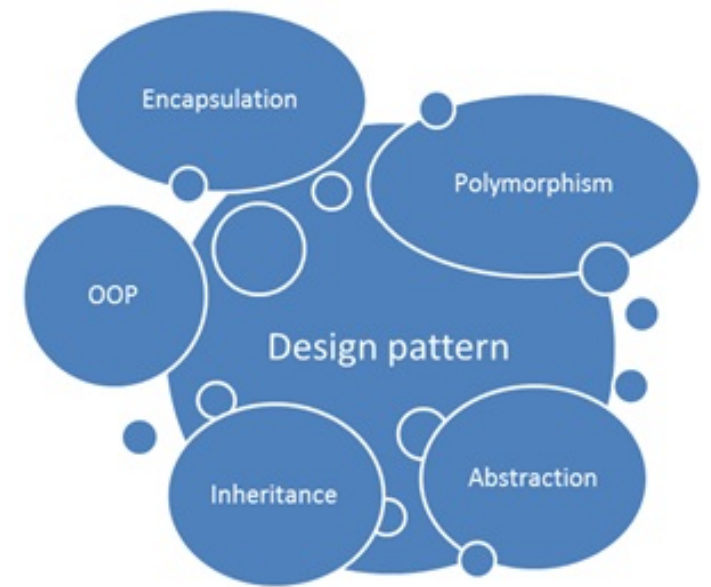
Upgrade of the living projects in the companies they work in

2 fold benefit – for the student and for the company

Refactoring: two bigger software project are given in two programming languages: Java and C#, student choose one of the two offered projects

Recently students ask to do that or their company projects

Metrics: run the metrics for an existing system



ADP – Grading

Two projects

2010-13: patterns & refactoring

2013 onward (depending of the background knowledge):

Patterns & (metrics || refactoring)

Results

19 students passed – Mostly grades 10 or 9
(+ 5 in progress not in the analytics)

6 inactive

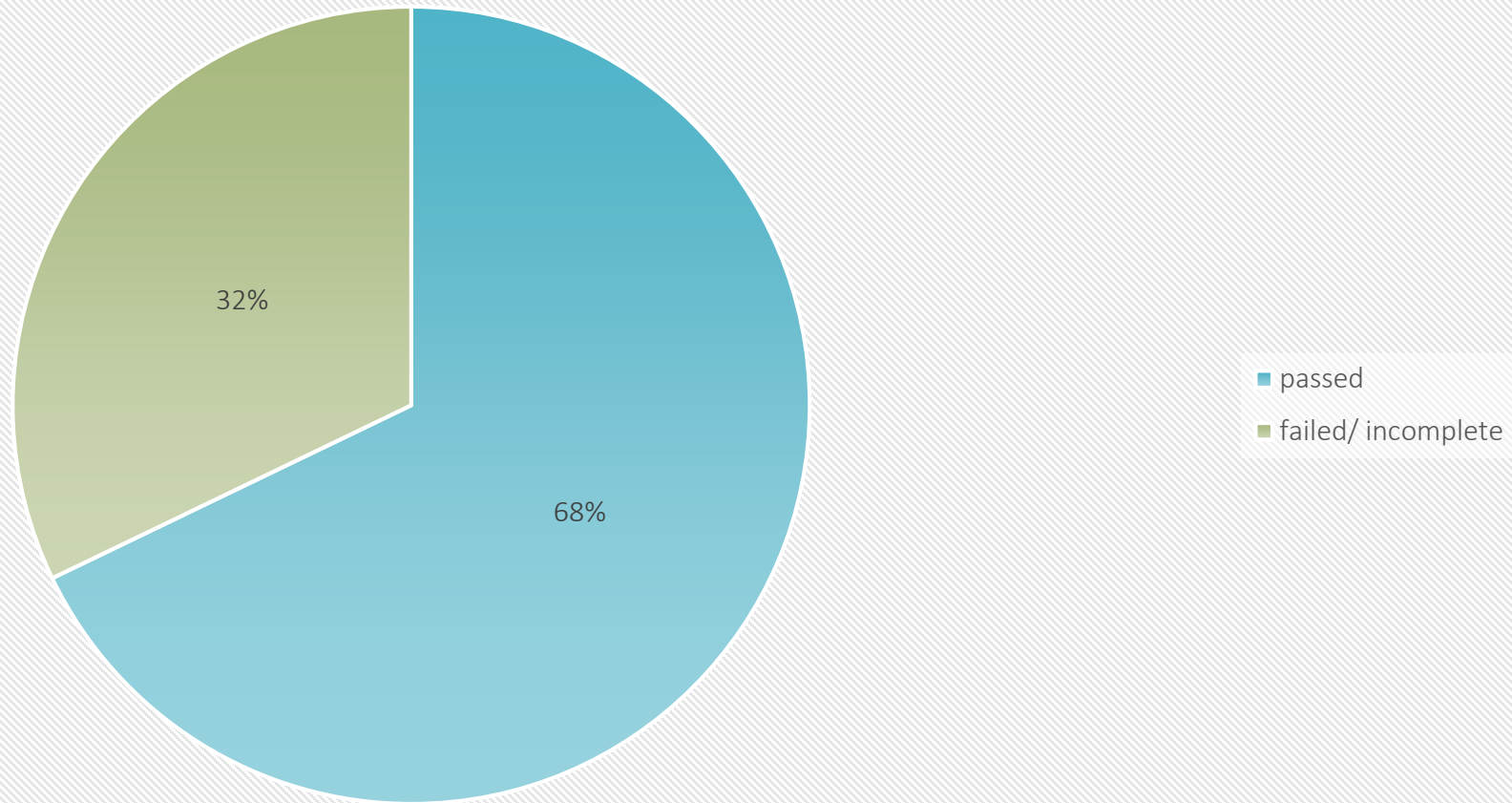
Got the tasks and never came back

2 left the country during the studies

1 quit the studies

The throughput

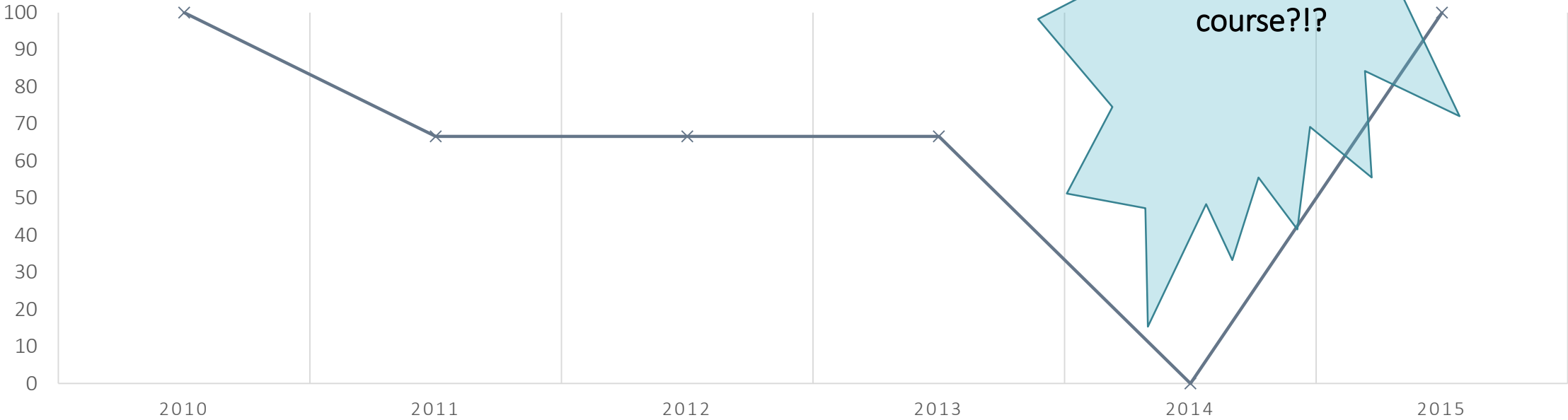
Passed vs Failed Total



Divergence by generations

PERCENT OF PASSED STUDENT PER YEARS

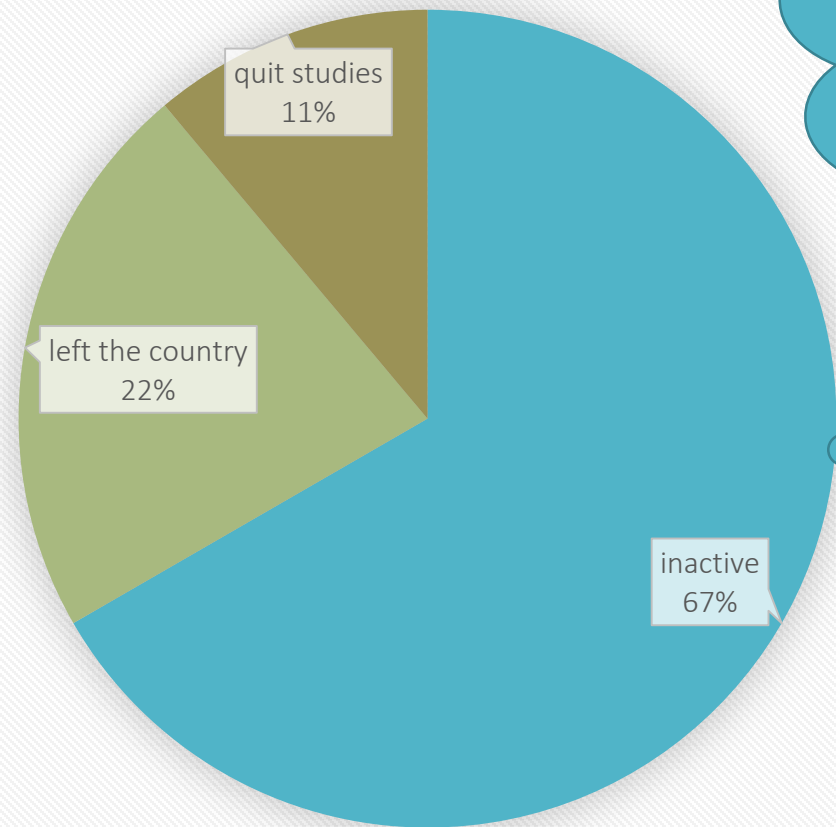
—x %passed



Students
didn't pass
ANY
course?!?

Reasons for failing the course

Reasons for failing the course



2 students can't pass – EVER!
Math student, business student
Never have programmed before
Not willing to learn any programming language

■ inactive ■ left the country ■ quit studies

Something to think about

We want students from different backgrounds

But they have to be prepared to learn

Should we allow students that don't want to learn programming on software master studies?

Should take care upon admission

Unexpected results

True/False grade distribution (10 or 9, or nothing!!!)

Master Theses chosen that evolve from this course

Students really liked the invited guest

Real

implementation

software processes

Structure evolves

Students realize that in order to go forward, one must know at least the current technology

Good to be great in a specific technology, but one has to be aware of the evolution

How we did so far?

The dynamics is ...

... Good!

5 master thesis

3 finished, 2 in progress

Even with such a diverse group

Keep it colorful, but up-to-date and useful

Teacher – student routine gets better with

Invited guests

Talk about work

Do for work

Conclusions

The suggested lectures worked well, but we added extra lessons, and shortened some
According to the newly accredited undergraduate studies
According to the students' interests

We get very diverse group of students
Some standardization upon submission might be needed

Some students really like the course
Obtained MSc in following subject
Implemented the knowledge in their companies
Gain both for the company and for the student

Questions?

