

<b>Course Description Form</b>			
<b>Course Code and Name</b>	CENG483 DESIGN PATTERNS (TECH.ELECT.)		
<b>Course Semester</b>	7		
<b>Catalog Content</b>	Design patterns, use requirements and classification of design patterns. Examination of different design patterns in examples of software problems and proposing solutions to software problems		
<b>Textbook</b>	Design Patterns: Elements of Reusable Object-Oriented Software by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, 1994.		
<b>Supplementary Textbooks</b>	<ul style="list-style-type: none"> <li>- Software Architecture: Foundations, Theory, and Practice, Richard N. Taylor, Nenad Medvidović, Eric M. Dashofy, 2009.</li> <li>- Lecture Notes, Cooper, James William. Java design patterns: a tutorial. Addison-Wesley Professional, 2000.</li> </ul>		
<b>Credit</b>	6		
<b>Prerequisites of the Course</b> (Attendance Requirements)	-		
<b>Type of the Course</b>	Elective		
<b>Instruction Language</b>	English		
<b>Course Objectives</b>	Understanding of design patterns and understanding of different design patterns is aimed. It is aimed to learn the application requirements of design patterns and apply them to software problems.		
<b>Course Learning Outcomes</b>	<ol style="list-style-type: none"> <li>1. Having knowledge about principal of design pattern and different design patterns</li> <li>2. Be able to identify problems that require the use of design patterns</li> <li>3. Solving software problems by applying design patterns</li> </ol>		
<b>Instruction Methods</b>	The mode of delivery of this course is face to face		
<b>Weekly Schedule</b>	<ol style="list-style-type: none"> <li>1. Week: Design pattern description</li> <li>2. Week: Design pattern description</li> <li>3. Week: Need to use design patterns</li> <li>4. Week: Need to use design patterns</li> <li>5. Week: Design patterns categories</li> <li>6. Week: Design patterns categories</li> <li>7. Week: Creative classification</li> <li>8. Week: Creative classification</li> <li>9. Week: Structural classification</li> <li>10. Week: Structural classification</li> <li>11. Week: Behavioral design patterns</li> <li>12. Week: Behavioral design patterns</li> <li>13. Week: Design patterns and examples of applications</li> <li>14. Week: Design patterns and examples of applications</li> </ol>		
<b>Teaching and Learning Methods</b> (These are examples. Please fill which activities you use in the course)	Weekly theoretical course hours: 3 Reading Activities Internet browsing, library work Preparation of Midterm and Midterm Exam Final Exam and Preparation for Final Exam		
<b>Assessment Criteria</b>		<b>Numbers</b>	<b>Total Weighting (%)</b>
	Midterm Exams	1	30
	Assignment	5	30
	Application	0	
	Projects	0	
	Practice	0	
	Quiz	0	
	Percent of In-term Studies (%)		60
	Percentage of Final Exam to Total Score (%)		40
Attendance		-	

<b>Workload</b>	<b>Activity</b>	<b>Total Number of Weeks</b>	<b>Duration (weekly hour)</b>	<b>Total Period Work Load</b>			
	Weekly Theoretical Course Hours	14	3	42			
	Weekly Tutorial Hours			0			
	Reading Tasks	10	4	40			
	Studies	10	4	40			
	Material Design and Implementation			0			
	Report Preparing			0			
	Preparing a Presentation			0			
	Presentations			0			
	Midterm Exam and Preparation for Midterm Exam	1	12	12			
	Final Exam and Preparation for Final Exam	1	16	16			
	Other ( should be emphasized)			0			
	Total Workload			150			
	Total Workload / 25			6			
	Course Credit (ECTS)			6			
<b>Contribution Level Between Course Learning Outcomes and Program Outcomes</b>	No	Program Outcomes	1	2	3	4	5
	1	Sufficient knowledge on mathematics, science and computer engineering; ability to apply theoretical and practical knowledge in these areas to model and solve engineering problems					X
	2	Ability to identify, define, formulate and solve complex engineering problems; ability to choose and apply appropriate analysis and modelling methods for these purposes					X
	3	Ability to design a complex system, process, device, software, algorithm, or product under realistic constraints and circumstances to meet certain requirements; ability to apply modern design techniques for this purpose		X			
	4	Ability to choose, develop and use modern techniques and tools necessary for engineering applications; ability to effectively use computing technologies					X
	5	Ability to design and implement systems or experiments to solve engineering problems, collect and interpret data to evaluate and analyze the results of solutions					X

	6	Ability to work effectively in intradisciplinary and interdisciplinary teams or individually		X				
	7	Ability to efficiently prepare, evaluate and interpret reports	X					
	8	Ability to make presentations and conduct effective verbal and written communication in Turkish and English	X					
	9	Awareness of the necessity of lifelong learning; ability to access information, follow scientific and technological developments; ability to perpetually renew oneself			X			
	10	Awareness of professional and ethical responsibility, ability to act in accordance with ethical principles		X				
	11	Ability to apply knowledge on project management, risk management and change management				X		
	12	Awareness of entrepreneurship and innovation, ability to design and build sustainable systems			X			
	13	Ability to devise local and global solutions to contemporary issues considering the effects of engineering applications on health, environment and security		X				
	14	Awareness of the legal consequences of engineering solutions	X					
	15	Ability to apply knowledge on software development process and documentation rules				X		
	16	Knowledge on standards used in engineering applications	X					
	17	Awareness of occupational health and security, information security and privacy	X					
	<b>The Course's Lecturer(s) and Contact Information</b>		Computer Engineering Department Chair bmbb@gazi.edu.tr					