

Preparation for Final Exam  
Comp2110/2510

Part one: Comp2110/2510 Exam Material Checklist (temporary)

- Textbook
- Lecture notes
- Design pattern Wikipedia pages (printout)
- Your assignments
- Your lab slides
- Architectural style tutorial printout
- UML tutorial printout

Part two: Reading Scope (temporary)

- Software development life cycle
  - what are the main methods of software design
  - the advantages and disadvantages of each method
- Requirement specification
  - quality criteria
  - how to evaluate a SRS
  - how to improve a badly written SRS
- High level design
  - understand the main issues concerned in the high level design
  - understand the main technologies used for high level design, including architectural style, module, package, etc.
  - how to evaluate a high level design
  - how to improve a bad high level design
- Low level design
  - the main concerned issues of detailed design
  - the main differences between high and low level design
  - technologies used for detailed design, including detailed classes and their attributes and methods, module interface, class signature, pre- and post- condition, pseudo code, etc. You must understand their definitions and know how to use them in your detailed design report.
- Design patterns
  - Understand the structure of a pattern, including the structure of the pattern and its participants and their relationships, the responsibilities of the participants, and the implementation of a design pattern.
  - How to apply patterns to software design
  - You can use your favourite programming language to implement patterns

For comp2510 students:

**Bring the lecture notes of the guest lectures.**