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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | OBJECT-ORIENTED MODELING AND DESIGN | 1. Object-oriented databases make the promise of reduced maintenance, code reusability, real world modeling, and improved reliability and flexibility. ... The object-oriented approach does give the ability to reduce some of the major expenses associated with systems, such as maintenance and development of programming code.  2 Advantages of Object-Oriented Analysis and Design   * It is easy to understand. * It is easy to maintain. Due to its maintainability OOAD is becoming more popular day by day. * It provides re-usability. * It reduce the development time & cost. * It improves the quality of the system due to program reuse.   3. Object-oriented programming aims to implement real-world entities like inheritance, hiding, polymorphism, etc in programming. The main aim of OOP is to bind together the data and the functions that operate on them so that no other part of the code can access this data except that function | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems  PO5:Modern Tool Usage  PO10:COMMUNICATION |  |
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|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
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|  |  | **CO1** Describe the concepts of object-oriented and basic class modelling.  **CO2** Draw class diagrams, sequence diagrams and interaction diagrams to solve problems.  **CO3** Choose and apply a befitting design pattern for the given problem.. |
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