Notes:

- **In the examination *each* student picks one question from the lot of *all* 12 questions.**
- **The programs must be executed in UNIX / LINUX environment.**

VII SEMESTER

OBJECT-ORIENTED MODELING AND DESIGN

Subject Code: 10CS71	**I.A. Marks : 25**
Hours/Week : 04	**Exam Hours: 03**
Total Hours : 52	**Exam Marks: 100**

PART – A

UNIT – 1 **7 Hours**

Introduction, Modeling Concepts, class Modeling: What is Object Orientation? What is OO development? OO themes; Evidence for usefulness of OO development; OO modeling history

Modeling as Design Technique: Modeling; abstraction; The three models.

Class Modeling: Object and class concepts; Link and associations concepts; Generalization and inheritance; A sample class model; Navigation of class models; Practical tips.

UNIT – 2 **6 Hours**

Advanced Class Modeling, State Modeling: Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived data; Packages; Practical tips.

State Modeling: Events, States, Transitions and Conditions; State diagrams; State diagram behavior; Practical tips.

UNIT – 3 **6 Hours**

Advanced State Modeling, Interaction Modeling: Advanced State Modeling: Nested state diagrams; Nested states; Signal generalization; Concurrency; A sample state model; Relation of class and state models; Practical tips.

Interaction Modeling: Use case models; Sequence models; Activity models.

Use case relationships; Procedural sequence models; Special constructs for activity models.

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UNIT – 4 **7 Hours**

Process Overview, System Conception, Domain Analysis: Process Overview: Development stages; Development life cycle.

System Conception: Devising a system concept; Elaborating a concept; Preparing a problem statement.

Domain Analysis: Overview of analysis; Domain class model; Domain state model; Domain interaction model; Iterating the analysis.

PART – B

UNIT – 5 **7 Hours**

Application Analysis, System Design: Application Analysis: Application interaction model; Application class model; Application state model; Adding operations.

Overview of system design; Estimating performance; Making a reuse plan; Breaking a system in to sub-systems; Identifying concurrency; Allocation of sub-systems; Management of data storage; Handling global resources; Choosing a software control strategy; Handling boundary conditions; Setting the trade-off priorities; Common architectural styles; Architecture of the ATM system as the example.

UNIT – 6 **7 Hours**

Class Design, Implementation Modeling, Legacy Systems: Class Design: Overview of class design; Bridging the gap; Realizing use cases; Designing algorithms; Recursing downwards, Refactoring; Design optimization; Reification of behavior; Adjustment of inheritance; Organizing a class design; ATM example.

Implementation Modeling: Overview of implementation; Fine-tuning classes; Fine-tuning generalizations; Realizing associations; Testing.

Legacy Systems: Reverse engineering; Building the class models; Building the interaction model; Building the state model; Reverse engineering tips; Wrapping; Maintenance.

UNIT – 7 **6 Hours**

Design Patterns – 1: What is a pattern and what makes a pattern? Pattern categories; Relationships between patterns; Pattern description

Communication Patterns: Forwarder-Receiver; Client-Dispatcher-Server; Publisher-Subscriber.

UNIT – 8 **6 Hours**

Design Patterns – 2, Idioms: Management Patterns: Command processor; View handler.

Idioms: Introduction; what can idioms provide? Idioms and style; Where to find idioms; Counted Pointer example

Text Books:

1. Michael Blaha, James Rumbaugh. Object-Oriented Modeling and Design with UML, 2nd Edition, Pearson Education, 2005. (Chapters 1 to 17, 23)
2. Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerlad, Michael Stal: Pattern-Oriented Software Architecture, A System of Patterns, Volume 1, John Wiley and Sons, 2007. (Chapters 1, 3.5, 3.6, 4)

Reference Books:

1. Grady Booch et al: Object-Oriented Analysis and Design with Applications, 3rd Edition, Pearson Education, 2007.
2. Brahma Dathan, Sarnath Ramnath: Object-Oriented Analysis, Design, and Implementation, Universities Press, 2009.
3. Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, Wiley- Dreamtech India, 2004.
4. Simon Bennett, Steve McRobb and Ray Farmer: Object-Oriented Systems Analysis and Design Using UML, 2nd Edition, Tata McGraw-Hill, 2002.

INFORMATION SYSTEMS

Sub Code: 10IS72		**IA Marks**	**:25**
Hrs/Week	**: 04**	**Exam Hours**	**:03**
Total Hrs	**: 52**	**Exam Marks**	**:100**

PART – A

UNIT – 1

Foundation Concepts – 1 **7 Hours**

Information Systems in Business: Introduction, The real world of Information Systems, Networks, What you need to know, The fundamental role of IS in business, Trends in IS, Managerial challenges of IT.
System Concepts: A foundation, Components of an Information System, Information System Resources, Information System activities, Recognizing Information Systems.

UNIT – 2

Foundation Concepts – 2 **6 Hours**

Fundamentals of strategic advantages: Strategic IT, Competitive strategy concepts, The competitive advantage of IT, Strategic uses of IT, Building a customer-focused business, The value chain and strategic IS, Reengineering business processes, Becoming an agile company Creating a virtual company, Building a knowledge-creating company.

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