		ND DESIGN PATTE	
	A STATE OF THE PARTY OF THE PAR	stem (CBCS) schemel	
(Effective from		c year 2016 -2017)	
	SEMESTER -		
Subject Code	15IS72	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
	CREDITS -	04	
Course objectives: This course will			
<ul> <li>Learn How to add functional</li> </ul>	lity to designs wi	hile minimizing comple	exity.
<ul> <li>What code qualities are requ</li> </ul>	ired to maintain	to keep code flexible?	
<ul> <li>To Understand the common</li> </ul>	design patterns.		
<ul> <li>To explore the appropriate p</li> </ul>	atterns for design	n problems	
Module – 1		And the state of t	Teachin
			Hours
Introduction: what is a design patte	rn? describing of	lesign patterns, the cata	log of 10 Hour
design pattern, organizing the	catalog, how d	esign patterns solve of	lesign
problems, how to select a design p	attern, how to u	se a design pattern. W	hat is
object-oriented development?, ke	y concepts of c	bject oriented design	other
related concepts, benefits and drawb	acks of the parac	ligm 🔏 🐧 🐧	1.
Module – 2		1 1 1 1 9	
Analysis a System: overview of	the analysis ph	ase, stage 1: gatherin	g the 10 Hour
requirements functional requiremen	ts specification,	defining conceptual cl	lasses
and relationships, using the ki	nowledge of	the domain. Design	and
Implementation, discussions and fur	ther reading.		
Module – 3	4 1		
Design Pattern Catalog: Structu	ral patterns, A	dapter, bridge, comp	osite, 10 Hours
decorator, facade, flyweight, proxy.	No. 1000		
A STATE OF THE STA	1800		
Interactive systems and the MV	C architecture	: Introduction , The 1	MVC 10 Hours
Interactive systems and the MV architectural pattern, analyzing a sim	C architecture	gram, designing the sys	stem.
Interactive systems and the MV architectural pattern, analyzing a sim designing of the subsystems, getting	C architecture	gram, designing the systation, implementing	stem, undo
Interactive systems and the MV architectural pattern, analyzing a sim designing of the subsystems, getting operation, drawing incomplete ite	C architecture	gram, designing the systation, implementing	stem, undo
Interactive systems and the MV architectural pattern, analyzing a sim designing of the subsystems, getting operation, drawing incomplete ite solutions.	C architecture	gram, designing the systation, implementing	stem, undo
Interactive systems and the MV architectural pattern, analyzing a sim designing of the subsystems, getting operation, drawing incomplete ite solutions.  Module – 5	C architecture ple drawing programs, adding a n	gram, designing the systation, implementing new feature, pattern be	stem, undo pased
architectural pattern, analyzing a sim designing of the subsystems, getting operation, drawing incomplete ite solutions.  Module – 5  Designing with Distributed Object	C architecture uple drawing property g into implement ms, adding a n s: Client server	gram, designing the system, implementing lew feature, pattern be system, java remote me	ethod 10 Hours
Interactive systems and the MV architectural pattern, analyzing a sim designing of the subsystems, getting operation, drawing incomplete ite solutions.  Module – 5  Designing with Distributed Object invocation, implementing an object of	C architecture uple drawing pro- gramming into implement ms, adding a n s: Client server soriented system of	gram, designing the system, java remote me on the web (discussions	ethod 10 Hours
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Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

## Text Books:

- 1. Object-oriented analysis, design and implementation, brahma dathan, sarnath rammath, universities press,2013
- 2. Design patterns, erich gamma, Richard helan, Ralph johman, john vlissides ,PEARSON Publication,2013.

## Reference Books:

- 1. Frank Bachmann, RegineMeunier, Hans Rohnert "Pattern Oriented Software Architecture" -Volume 1, 1996.
- William J Brown et al., "Anti-Patterns: Refactoring Software, Architectures and Projects in Crisis", John Wiley, 1998.

H.O.D.

Dept. Of Information Science & Engineering Alva's Institute of Engg. & Technology

Mijar, MOODBIDRI - 574 225