[As per Choice I	Based Credit Sys	LING AND DESIGN stem (CBCS) scheme				
(Effective fro	om the academic SEMESTER	e year 2017 - 2018) 				
Subject Code	17CS551	IA Marks	40			
Number of Lecture Hours/Week	3	Exam Marks	60			
Total Number of Lecture Hours	40	Exam Hours	03	03		
	CREDITS -	03	•			
Module – 1				Teaching		
			011	Hours 8 Hours		
Introduction, Modelling Conceptorientation? What is OO developmed OO development; OO modelling Modelling; abstraction; The Three Concept; Link and associations of sample class model; Navigation of Advanced object and class concept Aggregation; Abstract classes; Market Constraints; Derived Data; Package Text Book-1: Ch 1, 2, 3 and 4	ent? OO Themes g history. Mode models. Class I concepts; Genera of class models; epts; Association Multiple inherita	s; Evidence for usefulrelling as Design tech Modelling: Object and Alization and Inheritan Advanced Class Mod n ends; N-ary associa	ness of nique: Class ice; A elling, ations;			
Module – 2 UseCase Modelling and Detailed				8 Hours		
oriented Requirements definitions; Identifying Input and outputs-The Behaviour-The state chart Diagram Text Book-2:Chapter-6:Page 210 Module – 3	System sequence; Integrated Object	e diagram; Identifying				
Process Overview, System Concept Development stages; Development system concept; elaborating a conc Analysis: Overview of analysis; Domain interaction model; Iterating Text Book-1:Chapter-10,11,and	t life Cycle; Sys cept; preparing a Domain Class n g the analysis.	tem Conception: Devi problem statement. D	sing a omain	8 Hours		
Module – 4						
Use case Realization: The Designoriented Design-The Bridge betwee Classes and Design within Class Diagram; Paragram; Paragram; Paragram; Paragram; Paragram; Implementation Issue Text Book-2: Chapter 8: page 292	en Requirements Diagrams; Interacting with Communicating Diagrams Signature of the Communication of the Communicat	and Implementation; I tion Diagrams-Realizin inication Diagrams; Up ams-Structuring the	Design ng Use dating	8 Hours		
Module – 5	i i i i i i i i i i i i i i i i i i i					
Design Patterns: Introduction; who patterns, the catalog of design patterns solve design problems, he design pattern; Creational patterns adaptor and proxy(only). Text Book-3:Chapter-1: 1.1, 1.3, 1.3	terns, Organizing ow to select a dens: prototype a	g the catalog, How esign patterns, how to nd singleton(only);stre	uctural	8 Hours		

Course outcomes: The students should be able to:

- Describe the concepts of object-oriented and basic class modelling.
- Draw class diagrams, sequence diagrams and interaction diagrams to solve problems.
- Choose and apply a befitting design pattern for the given problem.

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

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

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

- Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML,2nd Edition, Pearson Education,2005
- 2. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning, 2005.
- Erich Gamma, Richard Helm, Ralph Johnson and john Vlissides: Design Patterns Elements of Reusable Object-Oriented Software, Pearson Education, 2007.

Reference Books:

- 1. Grady Booch et.al.: Object-Oriented Analysis and Design with Applications,3rd Edition,Pearson Education,2007.
- 2. 2.Frank Buschmann, RegineMeunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern –Oriented Software Architecture. A system of Patterns, Volume 1, John Wiley and Sons.2007.
- 3. 3. Booch, Jacobson, Rambaugh: Object-Oriented Analysis and Design with Applications, 3rd edition, pearson, Reprint 2013

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