| | ${f L}$ | T | P | \mathbf{C} |
|-----------------------|---------|---|---|--------------|
| III Year – I Semester | 0 | 0 | 3 | 2 |

UNIFIED MODELING LAB

OBJECTIVES:

- Construct UML diagrams for static view and dynamic view of the system.
- Generate creational patterns by applicable patterns for given context.
- Create refined model for given Scenario using structural patterns.
- Construct behavioral patterns for given applications.

Week 1:

Familiarization with Rational Rose or Umbrello

For each case study:

Week 2, 3 & 4:

For each case study:

- a) Identify and analyze events
- b) Identify Use cases
- c) Develop event table
- d) Identify & analyze domain classes
- e) Represent use cases and a domain class diagram using Rational Rose
- f) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Week 5 & 6:

- For each case study:
- a) Develop Use case diagrams
- b) Develop elaborate Use case descriptions & scenarios
- c) Develop prototypes (without functionality)
- d) Develop system sequence diagrams

Week 7, 8, 9 & 10:

For each case study:

- a) Develop high-level sequence diagrams for each use case
- b) Identify MVC classes / objects for each use case
- c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects
- d) Develop detailed design class model (use GRASP patterns for responsibility assignment)
- e) Develop three-layer package diagrams for each case study

Week 11 & 12:

- For each case study:
- a) Develop Use case Packages
- b) Develop component diagrams
- c) Identify relationships between use cases and represent them
- d) Refine domain class model by showing all the associations among classes
- Week 13 onwards:
- For each case study:

• a) Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

OUTCOMES:

- Understand the Case studies and design the Model.
- Understand how design patterns solve design problems.
- Develop design solutions using creational patterns.

Construct design solutions by using structural and behavioral patterns