



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year –I Semester				
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UML & DESIGN PATTERNS				

Course Objectives:

- To understand the fundamentals of object modeling
- To understand and differentiate Unified Process from other approaches
- To design with static UML diagrams
- To design with the UML dynamic and implementation diagrams
- To improve the software design with design patterns
- To test the software against its requirements specification

Course Outcomes:

At the end of the course, the students will be able to:

- Illustrate software design with UML diagrams
- Design software applications using OO concepts
- Identify various scenarios based on software requirements
- Apply UML based software design into pattern based design using design patterns
- Illustrate the various testing methodologies for OO software

UNIT I

Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, Software Development Life Cycle. Structural Modeling: Classes, Relationships, common Mechanisms, and diagrams. Advanced classes, advanced relationships, Object diagrams: common modeling techniques.

UNIT II

Behavioral Modeling: Interactions, Interaction diagrams. Use cases, Use case Diagrams, Activity Diagrams, Events and signals, state machines, state chart diagrams.

UNIT III

Advanced Behavioral Modeling: Architectural Modeling: Components, Deployment, Component diagrams and Deployment diagrams, Common modeling techniques for component and deployment diagrams

Design Pattern: Introduction, Design Patterns in Smalltalk MVC, Describing Design Patterns, The Catalog of Design Patterns, Organizing the Catalog, How Design Patterns Solve Design Problems, How to Select a Design Pattern, Using a Design Pattern.

UNIT IV

Creational Patterns: Abstract Factory, Builder, Factory Method, Prototype, Singleton
 Structural Patterns: Adapter, Bridge, Composite, Decorator, Façade, Flyweight, Proxy.

UNIT V

Behavioral Patterns: Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer, Strategy, Template Method, What to Expect from Design Patterns

Text Books:

- 1) The unified Modeling language user guide by Grady Booch, James Rumbaugh, Ivar Jacobson, Pearson.
- 2) Design Patterns, Erich Gamma, Pearson.



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Reference Books:

- 1) Object Oriented Analysis and Design, Satzinger, CENGAGE

e-Resources:

- 1) https://www.tutorialspoint.com/design_pattern/design_pattern_quick_guide.html