

ST. ANN'S COLLEGE OF ENGINEERING & TECHNOLOGY: CHIRALA
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

LECTURE SCHEDULE

Subject: UML & Design Patterns

Academic Year: 2017-18

Name : Mr. I. BALA VENKATESWARLU

Year & Sem/Section: IV-I-SEM 'A'

No. of Lectures per week: 4+1*(Tutorial)

S. NO	DATE	UNITS	TOPICS
1	19/06/2017	I	Introduction
2	20/06/2017		Introduction to OOAD
3	21/06/2017		Introduction to OOAD
4	21/06/2017		Introduction to UML
5	24/06/2017		Introduction to UML
6	27/06/2017		Typical activities / workflows / disciplines in OOAD
7	28/06/2017		Introduction to Iterative development and the Unified Process
8	28/06/2017		TUTORIAL
9	01/07/2017		Iterative development and the Unified Process
10	03/07/2017		mapping disciplines to UML artifacts
11	04/07/2017		Introduction to Design Patterns, goals of a good design
12	05/07/2017		Introducing a case study with MVC architecture
13	05/07/2017		TUTORIAL
14	10/07/2017		UNIT-1 REVISION with PPT OR NPTEL VIDEOS
15	11/07/2017		SLIP TEST-1
16	12/07/2017	II	Inception: Artifacts in inception
17	12/07/2017		TUTORIAL
18	15/07/2017		Understanding requirements - the FURPS model
19	17/07/2017		Understanding Use case model
20	18/07/2017		Introduction, use case types and formats, Writing use cases
21	19/07/2017		goals & scope of a use case, elements / sections of a use case
22	19/07/2017		TUTORIAL
23	22/07/2017		Use case diagrams
24	24/07/2017		Use cases in the UP context and UP artifacts
25	25/07/2017		Identifying additional requirements
26	26/07/2017		Writing requirements for the case study in the use case model
27	26/07/2017		TUTORIAL
28	29/07/2017		UNIT-2 REVISION with PPT OR NPTEL VIDEOS
29	31/07/2017	SLIP TEST-2	
30	01/08/2017	III	Elaboration: System sequence diagrams for use case model
31	02/08/2017		Domain model, identifying concepts, adding associations
32	02/08/2017		TUTORIAL
33	05/08/2017		adding attributes for use case, Interaction Diagrams
34	07/08/2017		Introduction to GRASP design Patterns
35	08/08/2017		Design Model: Use case realizations with GRASP patterns
36	09/08/2017		Design Class diagrams in each MVC layer, Mapping Design to Code
37	09/08/2017		TUTORIAL
38	12/08/2017		Design class diagrams for case study and skeleton code

39	16/08/2017		UNIT-3 REVISION with PPT OR NPTEL VIDEOS
40	16/08/2017		TUTORIAL
41	19/08/2017		REVISION OF PREVIOUS QUESTION PAPERS
42	21/08/2017		REVISION OF PREVIOUS QUESTION PAPERS
43	22/08/2017		REVISION OF PREVIOUS QUESTION PAPERS
44	23/08/2017	IV	Introduction to Advanced Design Patterns
45	23/08/2017		TUTORIAL
46	28/08/2017		Fabrication
47	29/08/2017		Indirection
48	30/08/2017		Singleton
49	30/08/2017		TUTORIAL
50	04/09/2017		Factory
51	05/09/2017		Facade
52	06/09/2017		Facade
53	06/09/2017		TUTORIAL
54	09/09/2017		Publish-Subscribe
55	11/09/2017		UNIT-4 REVISION with PPT OR NPTEL VIDEOS
56	12/09/2017		UML diagrams
57	13/09/2017		TUTORIAL
58	13/09/2017	SLIP TEST-3	
59	16/09/2017	State-Chart diagrams	
60	18/09/2017	Activity diagrams	
61	19/09/2017	V	Component Diagrams
62	20/09/2017		Deployment diagrams
63	20/09/2017		TUTORIAL
64	23/09/2017		Object diagrams
65	25/09/2017		Object diagrams
66	26/09/2017		UNIT-5 REVISION with PPT OR NPTEL VIDEOS
67	27/09/2017		Advanced concepts in OOAD, Use case relationships
68	27/09/2017		TUTORIAL
69	03/10/2017		SLIP TEST-4
70	04/10/2017		Generalizations
71	04/10/2017	TUTORIAL	
72	07/10/2017	Domain Model refinements	
73	09/10/2017	Relationships of Use cases	
74	10/10/2017	Architecture UML	
75	11/10/2017	VI	Packaging model elements
76	11/10/2017		TUTORIAL
77	14/10/2017		UNIT-6 REVISION with PPT OR NPTEL VIDEOS
78	16/10/2017		REVISION OF PREVIOUS QUESTION PAPERS
79	17/10/2017		REVISION OF PREVIOUS QUESTION PAPERS
80	18/10/2017		REVISION OF PREVIOUS QUESTION PAPERS
81	18/10/2017		TUTORIAL
82	21/10/2017		REVISION OF PREVIOUS QUESTION PAPERS
83	23/10/2017		REVISION OF PREVIOUS QUESTION PAPERS

TEXT BOOKS:

1. 'Applying UML and patterns' by Craig Larman, Pearson
2. Object-Oriented Analysis & Design with the Unified Process by Satzinger, Jackson & Burd Cengage Learning
3. 'UML distilled' by Martin Fowler, Addison Wesley, 2003

REFERENCE BOOKS:

1. O'reilly' s 'Head-First Design Patterns' by Eric Freeman et al, Oreilly
2. UML 2 Toolkit, by Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: WILEY-Dramatic India Pvt. Lid.

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HEAD OF THE DEPARTMENT