

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

Subject: SOFTWARE ARCHITECTURE AND DESIGN PATTERNS

Class : IV -I CSE-A Semester : I

ACADEMIC YEAR :2019-20

Faculty : M.BABU RAO

S. No.	Date	Unit	Topic
1	10/6/2019	UNIT-I	overview of software architecture and design patterns
2	11/6/2019		Envisioning Architecture: the Architecture Business Cycle (ABC)
3	12/6/2019		what is Software Architecture
4	13/06/19		Architecture patterns
5	14/06/19		reference models and architectures
6	15/06/19		Architectures and views
7	17/06/19		tutorial
8	18/06/19		Creating and Architecture :Quality Attributes
9	19/06/19		Achieving qualities
10	20/06/19		Architectural styles and patterns
11	21/06/19		designing the Architecture
12	22/06/19		Documenting software architectures
13	24/06/19		tutorial
14	25/06/19		Reconstructing Software Architecture.
15	26/06/19		PPT/NPTL videos
16	27/06/19		unit-I-slip test
17	28/6/19	UNIT-II	Analyzing Architectures : Architecture Evaluation
18	29/6/19		Architecture design decision making
19	1/7/2019		tutorial
20	2/7/2019		ATAM
21	3/7/2019		CBAM
22	4/7/2019		Moving from One System to Many: Software Product Lines
23	5/7/2019		Building systems from off the shelf components
24	6/7/2019		software architecture in future
25	8/7/2019		PPT/NPTL videos
26	8/7/2019		unit-II-slip test
27	9/7/2019	UNIT-III	DESIGN PATTERNS: Pattern Description
28	10/7/2019		Organizing catalogs
29	11/7/2019		role in solving design problems,
30	12/07/019		Seleccion and usage
31	15/07/19		tutorial
32	16/07/19		Creational Patterns :Abstract factory
33	17/07/19		Builder
34	18/07/19		Builder
35	19/07/19		Factory method
36	20/07/19		Prototype
37	22/07/19		tutorial
38	23/07/19		Singleton
39	24/07/19		PPT/NPTL videos
40	25/07/19		revision

41	26/07/19		revision
42	27/07/19		revision
43	29/07/19		revision
44	30/07/19		revision
45	31/07/19		revision
46	1/8/2019		revision
47	2/8/2019		revision
48	3/8/2019		revision
49	5/8/2019		revision for subjective test
50	6/8/2019		revision for subjective test
51	7/8/2019		revision for subjective test
52	8/8/2019		revision for subjective test
53	9/8/2019		revision for subjective test
54	10/8/2019		revision for subjective test
55	13/08/19	UNIT-IV	Structural Patte:Adapter
56	14/08/19		Bridge
57	16/08/19		Composite
58	17/08/19		Decorator,
59	19/08/19		Façade
60	20/08/19		Flyweight
61	21/08/19		PROXY
62	22/08/19		PPT/NPTL videos
63	26/08/19		unit-IV-slip test
64	27/08/19		UNIT-V
65	28/08/19	command	
66	29/08/19	nterpreter	
67	30/08/19	iterator, mediator	
68	31/08/19	memento	
69	3/9/2019	observer, state	
70	4/9/2019	strategy, template method	
71	5/9/2019	visitor	
72	6/9/2019	PPT/NPTL videos	
73	7/9/2019	unit-V-slip test	
74	9/9/2019	UNIT-V	tutorial
75	11/9/2019		Case Studies: A-7E – A case study in utilizing architectural structures
76	12/9/2019		The World Wide Web - a case study in Interoperability
77	13/9/19		Air Traffic Control – a case study in designing for high availability
78	16/9/19		tutorial
79	17/9/19		Celsius Tech – a case study in product line development
80	18/9/19		A Case Study (Designing a Document Editor):Design Problems
81	19/9/19		Document Structure, Formatting, Embellishing the User Interface
82	20/9/19		Supporting Multiple Look-and-Feel Standards
83	21/9/19		Supporting Multiple Window Systems
84	23/9/19	tutorial	
85	24/9/19	User Operations, Spelling Checking and Hyphenation	
86	25/9/19	PPT/NPTL videos	
87	26/9/19	revision	

88	27/9/19	revision
89	28/9/19	revision
90	30/9/19	revision
91	1/10/2019	revision
92	3/10/2019	revision
93	4/10/2019	revision
94	5/10/2019	revision
95	7/10/2019	revision for subjective test
96	9/10/2019	revision for subjective test
97	10/10/2019	revision for subjective test
98	11/10/2019	revision for subjective test
99	12/10/2019	revision for subjective test
TOTAL NUMBER OF CLASSES =99		

TEXT BOOKS:

1. Software Architecture in Practice, second edition, Len Bass, Paul Clements & Rick Kazman, Pearson Education, 2003.
2. Design Patterns, Erich Gamma, Pearson Education, 1995.

REFERENCE BOOKS:

1. Beyond Software architecture, Luke Hohmann, Addison wesley, 2003.
2. Software architecture, David M. Dikel, David Kane and James R. Wilson, Prentice Hall PTR, 2001
3. Software Design, David Budgen, second edition, Pearson education, 2003
4. Head First Design patterns, Eric Freeman & Elisabeth Freeman, O'REILLY, 2007.
5. Design Patterns in Java, Steven John Metsker & William C. Wake, Pearson education, 2006
6. J2EE Patterns, Deepak Alur, John Crupi & Dan Malks, Pearson education, 2003.
7. Design Patterns in C#, Steven John metsker, Pearson education, 2004.
8. Pattern Oriented Software Architecture, F.Buschmann & others, John Wiley & Sons.

FACULTY MEMBER

HEAD OF THE DEPARTMENT