

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-B
Faculty : B. SALMAN RAJU

ACADEMIC YEAR :2019-20

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	17/06/19		reference models and architectures
6	18/06/19		Architectures and views
7	19/06/19		Creating and Architecture :Quality Attributes
8	20/06/19		Achieving qualities
9	24/06/19		Architectural styles and patterns
10	25/06/19		designing the Architecture
11	26/06/19		Documenting software architectures
12	27/06/19		Reconstructing Software Architecture.
13	1/7/2019		unit-I-slip test
14	2/7/2019	UNIT-II	Analyzing Architectures :Architecture Evaluation
15	3/7/2019		Architecture design decision making
16	4/7/2019		ATAM
17	8/7/2019		CBAM
18	9/7/2019		Moving from One System to Many: Software Product Lines
19	10/7/2019		Building systems from off the shelf components
20	11/7/2019		software architecture in future
21	15/07/19		unit-II-slip test
22	16/07/19	UNIT-III	DESIGN PATTERNS :Pattern Description
23	17/07/19		Organizing catalogs
24	18/07/19		role in solving design problems,
25	22/07/019		Selection and usage
26	23/07/19		Creational Patterns :Abstract factory
27	24/07/19		Builder
28	25/07/19		Builder
29	29/07/19	Factory method	

30	30/7/2019		Prototype
31	31/7/2019		Singleton
32	1/8/2019		revision for subjective test
33	5/8/2019		revision for subjective test
34	6/8/2019		revision for subjective test
35	7/8/2019		revision for subjective test
36	8/8/2019		revision for subjective test
37	13/08/19	UNIT-IV	Structural Patte:Adapter
38	14/08/19		Bridge
39	19/08/19		Composite
40	20/08/19		Decorator,
41	21/08/19		Façade
42	22/08/19		Flyweight
43	26/08/19		PROXY
44	27/08/19		unit-IV-slip test
45	28/08/19	UNIT-V	Behavioral Patterns: Chain of responsibility
46	29/8/2019		command
47	3/9/2019		nterpreter
48	4/9/2019		iterator, mediator
49	5/9/2019		memento
50	9/9/2019		observer, state
51	11/9/2019		strategy, template method
52	12/9/2019		visitor
53	16/9/19		unit-V-slip test
54	17/9/19	UNIT-VI	Case Studies: A-7E – A case study in utilizing architectural structures
55	18/9/19		The World Wide Web - a case study in Interoperability
56	19/9/19		Air Traffic Control – a case study in designing for high availability
57	23/9/19		Celsius Tech – a case study in product line development
58	24/9/19		A Case Study (Designing a Document Editor):Design Problems
59	25/9/19		Document Structure, Formatting, Embellishing the User Interface
60	26/9/2019		Supporting Multiple Look-and-Feel Standards
61	30/9/2019		Supporting Multiple Window Systems
62	1/10/2019		User Operations, Spelling Checking and Hyphenation
63	3/10/2019		revision for subjective test

64	7/10/2019	revision for subjective test
65	9/10/2019	revision for subjective test
66	10/10/2019	revision for subjective test

TOTAL NUMBER OF CLASSES= 66

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