



Course Name: Introduction to Design Patterns

(UG/PG): UG

Number of Credits: 2

Level: 3

Learning Objective(s): To understand and implement the concept of Object Oriented Designing, modeling as well as to understand different design patterns using case study methodology.

Pre-requisites: Knowledge of Software Practices and Object Oriented Modeling.

Pedagogy: Case study, Case tools for documenting a case study

Course Outline:

Sr. No.	Topics	Hours
1	Overview of Object Oriented Design , Modeling	5
2	Overview Design Patterns : Creational , Structural and Behavioral Creational: Singleton, Factory, Abstract Factory Structural : Adapter, Bridge, proxy Behavioral: Strategy, Observer, Mediator	15
3	Case Study	10
	Total	30

Book Recommended:

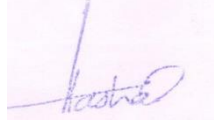


1. Object Oriented Analysis and Design with Applications by Grady Booch., Benjamin / Cummings, 1994 Pearson Pub.
2. Object – Oriented Modeling and Design by J Rumbaugh, M Blaha, W . Premerlani ,PHI Pub.
3. Object Oriented System Development - Ali Bahrami McGRAW-HILL International Edition.
4. Design Patterns - By Enrich Gamma, Richerd Helm, Ralph Johnson, John Vlissides
5. Object-Oriented Software Engineering - Ivar Jacobson Pearson Education INC
6. Applying UML And Pattern by Craig Larman Pearson Education INC
7. UML Distilled Martin Fowler - Pearson Education INC
8. The Unified Modeling Language User Guide -Grady Booch, James Rumbaugh, Ivar JacobsonPearson Education INC
9. The Unified Modeling Language Reference Guide -Grady Booch, James Rumbaugh, Ivar Jacobson-Pearson Education INC

Suggested Evaluation Methods:

Case study
Project Work

Parallel/Similar courses the existing curriculum:

S.No.	Name of the course	Institute where it was offered

Name of Member	Prof Harshad Gune	Dr Anagha Vaidya	Prof Sachin Naik	
Designation	Dy Director	Assistant Prof.	Assistant Prof.	
Org. / Inst.	SICSR	SICSR	SICSR	
Signature				

Name of the Expert:

Signature:

Date:

