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|  |  | **17CS3202 - OBJECT ORIENTED ANALYSIS AND DESIGN**  |

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| **Course Category:** | Program Core | **Credits:** | 3 |
| **Course Type:** | Theory | **Lecture – Tutorial – Practical:** | 3-0-0 |
| **Prerequisite:** | Require Software Engineering basics and fundamentals of Object Oriented Features. | **Sessional Evaluation:****Univ. Exam Evaluation:****Total Marks:** | 4060100 |
| **Objectives** | * Specify, analyze and design the use case driven requirements for a particular system.
* Model the event driven state of object and transform them into implementation specific layouts.
* Identify, analyze the subsystems, various components and collaborate them interchangeably.
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| **Course Outcomes** | Upon the successful completion of the course, the students will be able to: |
| CO1 | Know the importance of modeling and principles, architecture and software development life cycle. |
| CO2 | Learn about the basics and advanced structural modeling techniques. |
| CO3 | Draw the class and object diagrams for various applications. |
| CO4 | Gain knowledge about the basics of behavioral modeling and its applicability. |
| CO5 | Learn the state, time and space issues and supporting applicability |
| CO6 | Study various component and deployment diagram properties for different applications |
| **Course Content** | **UNIT – I****Introduction to UML**: The importance of modeling, Principles of modeling, Object oriented modeling, A conceptual model of the UML, Architecture, Software Development Life Cycle.**UNIT – II****Basic Structural Modeling**: Classes, Relationships, Common Mechanisms and Diagrams.**Advanced Structural Modeling**: Advanced Classes, Advanced Relationships, Interfaces, Types and Roles, Packages.**UNIT – III****Class & Object Diagrams**: Terms and Concepts, Common Modeling techniques for Class & Object Diagrams.**UNIT – IV****Basic Behavioral Modeling**: Interactions, Interaction diagrams, Use cases, Use case diagrams, Activity diagrams. **UNIT – V****Advanced Behavioral Modeling**: Events and Signals, State machines, Process and Threads, Time and Space, State chart diagrams.**UNIT – VI****Architectural Modeling**: Components, Deployment, Component diagrams and Deployment diagrams. |
| **Text Books and References** | **TEXT BOOKS:**1. Grady Booch, James Rumbaugh, IvarJacobson: The Unified Modeling Language User Guide, Pearson Education.

**REFERENCE BOOKS:**1. Meilir Page-Jones: Fundamentals of Object Oriented Design in UML, Pearson Education.
2. AtulKahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
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| **E-Resources** | 1. <https://nptel.ac.in/courses>
2. <https://freevideolectures.com/university/iitm>
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