

Design Patterns: Introduction; what is a design pattern?, Describing design patterns, the catalogue of design patterns, Organizing the catalogue, How design patterns solve design problems, how to select a design patterns, how to use a design pattern; Creational patterns: prototype and singleton (only); structural patterns adaptor and proxy (only).

Textbooks:
1. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML,2nd Edition, Pearson Education,2005 2. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning, 2005. 3. Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides: Design Patterns – Elements of Reusable Object-Oriented Software, Pearson Education,2007.
Reference Books
1. Grady Booch et. al.: Object-Oriented Analysis and Design with Applications,3rd Edition,Pearson Education,2007. 2.Frank Buschmann, RegineMeunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern – Oriented Software Architecture. A system of patterns , Volume 1, John Wiley and Sons.2007. 3. Booch, Jacobson, Rumbaugh : Object-Oriented Analysis and Design with Applications, 3rd edition, pearson, Reprint 2013
Internal Assessment Marks: 40 (3 Session Tests are conducted during the semester and Marks allotted based on average of all performances).