

## SCHEME OF COURSE WORK

### Course Details:

|  |  |                |                  |  |
|--|--|----------------|------------------|--|
| <b>Course Title</b>                          | <b>: OBJECT ORIENTED MODELING</b>                |                |                  |  |
| <b>Course Code</b>                           | <b>: 15IT2103</b>                                | <b>L T P C</b> | <b>: 3 1 0 3</b> |  |
| <b>Program:</b>                              | <b>: M.Tech</b>                                  |                |                  |  |
| <b>Specialization:</b>                       | <b>: Software Engineering</b>                    |                |                  |  |
| <b>Semester</b>                              | <b>: I</b>                                       |                |                  |  |
| <b>Prerequisites</b>                         | <b>: Software Engineering</b>                    |                |                  |  |
| <b>Courses to which it is a prerequisite</b> | <b>: Software process and project management</b> |                |                  |  |

### Course Outcomes (COs):

|   |   |
|---|---|
| 1 | Design a system.  |
| 2 | Distinguish behavioral modeling diagrams.               |
| 3 | Explain unified process and the four Ps of the process. |
| 4 | Outline the generic iteration workflow.                 |
| 5 | Explain phases in modeling.                             |

### Program Outcomes (POs):

A graduate of Information Technology will be able to

|    |   |
|----|---|
| 1  | Ability to demonstrate in-depth knowledge of Software Engineering with analytical and synthesizing skills.                            |
| 2  | Ability to analyze complex problems critically and provide viable solutions.  |
| 3  | Ability to evaluate potential solutions to a problem and arrive at optimal solutions.   |
| 4  | Ability to apply research methodologies to develop innovative techniques for solving complex Information Technology related problems. |
| 5  | Ability to apply techniques and tools to solve complex problems.  |
| 6  | Ability to work as an effective team member in a collaborative and multidisciplinary project to achieve common goals.                 |
| 7  | Ability to manage a software team and to maintain financial records as per standards.   |
| 8  | Ability to effectively communicate with clients, peers and society at large.  |
| 9  | Ability to take up lifelong learning to be in tune with the fast-changing software related technologies.                              |
| 10 | Ability to follow ethical practices in the software industry and accept social responsibility.  |
| 11 | Ability to learn independently from mistakes and surge forward with positive attitude and enthusiasm.                                 |

### Course Outcome Versus Program Outcomes:

| COs  | PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO10 | PO11 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|
| CO-1 | S   |     | M   |     | S   |     |     | S   |     |      |      |
| CO-2 |     | S   |     |     |     |     |     |     | S   |      |      |
| CO-3 |     |     | S   |     |     |     |     |     |     |      | S    |
| CO-4 |     | S   |     |     |     |     |     |     | S   |      |      |
| CO-5 | S   | S   |     |     | M   |     |     |     |     |      |      |

*S* - Strongly correlated, *M* - Moderately correlated, *Blank* - No correlation

### Teaching-Learning and Evaluation

| Week | TOPIC / CONTENTS   | Course Outcomes | Sample questions  | TEACHING-LEARNING STRATEGY   | Assessment Method & Schedule |
|------|--|-----------------|---|--|------------------------------|
| 1    | <b>Introduction to UML:</b> The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modeling, principles of modeling, | CO-1            | 1. Give principles of modeling.   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul>                       | Assignment (Week 4 - 6)      |
| 2    | object oriented modeling ,conceptual model of the UML, Architecture. <b>Basic Structural Modeling:</b> Classes, Relationships, common Mechanisms, and diagrams.                              | CO-1            | 1. Describe object oriented principles.<br><br>2.Explain basic building blocks in UML                             | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul>                       |                              |
| 3    | <b>Class &amp; Object Diagrams:</b> Terms, concepts, modeling techniques for Class & Object Diagrams.  | CO-1            | 1. Describes the steps to forward and reverse engineer a class diagram.   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ Discussion</li> </ul>                | Mid-Test 1 (Week 9)          |
| 4    | <b>Collaboration Diagrams:</b> Terms, Concepts, depicting a message, iterated messages, use of self in messages.   | CO-2            | 1. Enumerate the steps to model the flow of control by organization.  | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ Discussion</li> </ul>                |                              |
| 5    | <b>Sequence Diagrams:</b> Terms, concepts, depicting asynchronous messages with/without priority, callback mechanism, broadcast messages   | CO-2            | 1. Enumerate the steps to model the time ordering of messages.  | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul>                       |                              |
| 6    | <b>Basic Behavioral Modeling:</b> Use cases, Use case Diagrams   | CO-2            | 1. What is a use case.<br>Explain use cases.  | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> <li>▫ Discussion</li> </ul> | Mid-Test 1 (Week 9)          |
| 7    | Activity Diagrams, <b>Advanced Behavioral Modeling:</b> Events and signals,State machines, processes and Threads, time and space, state chart diagrams.                                      | CO-2            | 1. Discuss about activity diagrams.<br><br>2. Define signal?<br>Enumerate the steps to model a family of signals? | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> <li>▫ Discussion</li> </ul> |                              |
| 8    | <b>Architectural Modeling:</b> Component, Deployment,Component diagrams and Deployment diagrams.   | CO-2            | 1. Enumerate the steps to model the following Modeling process and devices and distribution of                    | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul>                       |                              |

|    |   |      | components  |  |  |
|----|---|------|---|--|--|
| 9  | <b>Mid-Test 1</b>   |      |   |  |  |
| 10 | <b>The Unified process:</b> use case driven, architecture centric, iterative, and incremental<br><br><b>The Four Ps:</b> people, project, product, and process  | CO-3 | <p>1. What are the 4p's in unified software development? Explain each.</p> <p>2. Explain why the unified process is architecture centric?</p>   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul> | <p>Assignment (Week 14 - 16)</p> <p>Mid-Test 2 (Week 18)</p> |
| 11 | <b>Use case driven process:</b> why use case, capturing use cases, analysis, design<br><br>implementation to realize the use cases, testing the use cases   | CO-3 |   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul> |  |
| 12 | <b>Architecture-centric process:</b> architecture in brief, why we need architecture, use cases and architecture, the steps to architecture, an architecture description.   | CO-3 |   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul> |  |
| 13 | <b>Iterative incremental process:</b> iterative incremental in brief, why iterative incremental development?<br><br>The iterative approach is risk driven, the generic iteration  | CO-4 | <p>1. Describe the risk impact on various work flows in an incremental process based development.</p> <p>2. Explain the amount of testing carried out by the development phase using work flow model.</p> | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul> |  |
| 14 | <b>The Generic Iteration workflow:</b> phases are the first division workflow, planning proceeds doing, risks affect project planning, use case prioritization, resource needed, assess the iteration and phases  | CO-4 |   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul> |  |
| 15 | <b>Inception phase:</b> early in the inception phase, the archetypal inception iteration workflow, execute the core workflows, requirements to test.  | CO-5 |   | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ PPT</li> </ul> |  |
| 16 | <b>Elaboration Phase:</b> elaboration phase in brief, early in the elaboration phase, the architectural elaboration iteration workflow, Execute the core workflows- Requirements to test.<br><br><b>Construction phase:</b> early in the construction phase, the archetypal | CO-5 | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ Discussion</li> </ul>   |  |  |

|              |  |      |   |   |  |
|--------------|--|------|---|---|--|
|              | construction iteration workflow,<br>execute the core workflow  |      |   |   |  |
| 17           | <p><b>Transition phase:</b> early in the transition phase,<br/>activities in transition phase</p> <p><b>Case Studies:</b> Automation of a Library<br/>Software Simulator application</p> | CO-5 | <p>1. Construct and explain the component, deployment diagram for library automation system.</p> <p>2. What are the activities of a transition phase for carrying the next iteration?</p> | <ul style="list-style-type: none"> <li>▫ Lecture</li> <li>▫ Discussion</li> </ul> |  |
| <b>18</b>    | <b>Mid-Test 2</b>  |      |   |   |  |
| <b>19/20</b> | <b>END EXAM</b>  |      |   |   |  |