

UNIT-I	INTRODUCTION	Hrs
	An Overview of Object-Oriented Systems Development - Object Basics - Object Oriented Systems Development Life Cycle: Introduction –The software development process –Building high quality software–Object oriented systems development.	9
UNIT-II	OBJECT ORIENTED METHODOLOGIES	Hrs
	Introduction–Survey-Rumbaugh Methodology-Booch Methodology-Jacobson Methodology - Patterns - Frameworks - Unified Approach - Unified Modeling Language: Introduction–Static and dynamic models–Why modeling – Introduction to UML –UML diagrams: class diagram-Use case diagram–dynamic modeling.	9
UNIT-III	OBJECT ORIENTED ANALYSIS	Hrs
	Introduction – Why analysis is a difficult activity – Business object analysis – Use case driven object-oriented analysis Business process modeling–Use case model–Developing effective documentation – Case study - Object Analysis: Classification - Identifying Object relationships, attributes and methods.	9
UNIT-IV	OBJECT ORIENTED DESIGN	Hrs
	Introduction – The object-oriented design process – Object oriented design axioms–Corollaries – Design patterns - Designing Classes - Class Visibility: Designing well-defined Public, Private and Protected Protocols–Designing Classes-Access Layer: Object Storage and Object Interoperability.	9
UNIT-V	DOMAIN MODELS	Hrs
	Domain Models-Finding conceptual classes and description classes-Associations-Attributes-Domain model refinement-Finding conceptual class Hierarchies-Aggregation and Composition Case Study-the next Gen POS system, Inception-Use Modeling-Relating Use cases-include, extend and generalization-Elaboration.	9

Syllabus-OOAD