



CS-504

OBJECT ORIENTED SOFTWARE ENGINEERING

UNIT -I

Information systems : Problems in Information systems Development, Project life cycles, Managing Information System Development, User Involvement and Methodological Approaches, Basic Concepts and Origins of Object Orientation Modeling Concepts.

UNIT-II

Requirement capture, Requirement Analysis, Refining the Requirement Models, Object Interaction.

UNIT-III

Operations, Control, Design, System Design.

UNIT-IV

Object design, Design Patterns, Human Computer Interaction, Designing Boundary Classes.

UNIT-V

Data Management Design, Implementation, Reusable Components, Managing Object Oriented Projects, System Development Methodologies.

Suggested Reading:

- 1.Simon Benett, Steve McRobb& Ray Farmer, “ *Object Oriented System Analysis and Design using UML*”, McGraw Hill, 2002.
- 2.Grady Booch, James Rumbaugh, Ivor Jacobson, ”*The Unified Modeling language- User guide*”, Addison Wesley 1999.
- 3.Subhash Mehta, Suresh K.Basandra“ *Object Oriented Software Engineering*”, Galgotia, 2004.