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OBJECT ORIENTED SYSTEM DEVELOPMENT

UNIT-I

Unified Software Development Process: The Unified Process, The Four Ps, A Use-Case-Driven Process, An Architecture-Centric Processes, An Iterative and Incremental Process.

UNIT-II

Core Workflows: Requirements Capture, Capturing Requirements as Use Cases, Analysis, Design, Implementation, Test.

UNIT-III

UML Introduction: Why we Model, Introducing the UML, Elements of UML.

Basic Structural Modeling: Classes, Relationships, Common Mechanisms, Diagrams, Class Diagrams.

Advanced Structural Modeling: Advanced Classes, Advanced Relationships, Interfaces, Types and Roles, Packages, Instances, Object Diagrams, Components.

UNIT-IV

Basic Behavioral Modeling: Interactions, Use Cases, Use Case Diagrams, Interaction diagrams, Activity diagrams.

Advanced Behavioral Modeling: Events and Signals, State Machines, Processes and Threads, Time and space, State Chart Diagrams.

UNIT-V

Architectural Modeling: Artifacts, Deployment Collaborations, Patterns and Frame-works, Artifact Diagrams, Deployment Diagrams, Systems and Models.

Suggested Reading:

1. Ivor Jacobson, Grady Booch, James Rumbaugh, The Unified Software Development Process, Pearson Education, India, 2008.
2. Grady Booch, James Rumbaugh, Ivor Jacobson, The Unified Modeling Language-User Guide(Covering UML 2.0), Second Edition, Pearson Education, India,2007.

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