



STANLEY
COLLEGE OF ENGINEERING & TECHNOLOGY FOR WOMEN
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CS 466

SOFTWARE REUSE TECHNIQUES

(Elective-II)

UNIT-I

Software reuse success factors, Reuse driven software engineering as business, Object oriented software engineering, Applications and Component subsystems, Use case components, Object components.

UNIT-II

Design Patters – Introduction. Creational Patterns – Factory, factory method, abstract factory, singleton, builder, prototype.

UNIT-III

Structural Patterns – Adapter, bridge, composite, decorator, façade, flyweight, proxy. Behavioral Patterns – Chain of responsibility, command, interpreter.

UNIT-IV

Behavioral Patterns – Interartor, mediator, memento, observer, state, strategy, template, visitor. Other design patterns – Whole – part, master – slave, view handler, forwarder – receiver, client dispatcher – server, publisher – subscriber.

UNIT-V

Architectural Patterns – Layers, pipes and filters, black board, broker, model-view controller, presentation – abstraction – control, micro kernel, reflection.

Suggested Reading:

1.Ivar Jacobson, Martin Griss, Patrick Johnson, “*Software Reuse: Architecture, Process and Organization for Business Success*”, ACM Press 1997.

2.Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides – “*Design Patterns*”, Pearson Education, 1995.

3.Frank Buschmann etc., - *“Pattern Oriented Software Architecture Volume I”*, Wiley 1996.

4.James W Cooper, *“Java Design Patterns, a tutorial”*, Pearson Education, 2000.

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