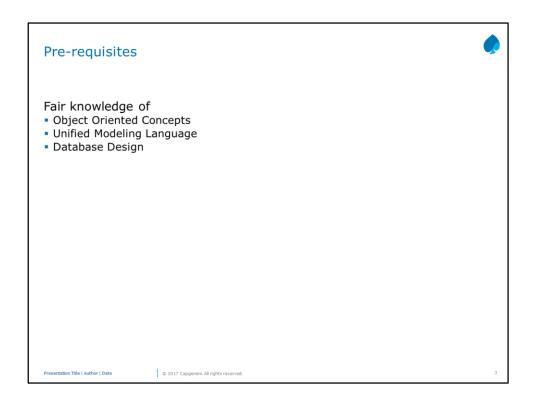


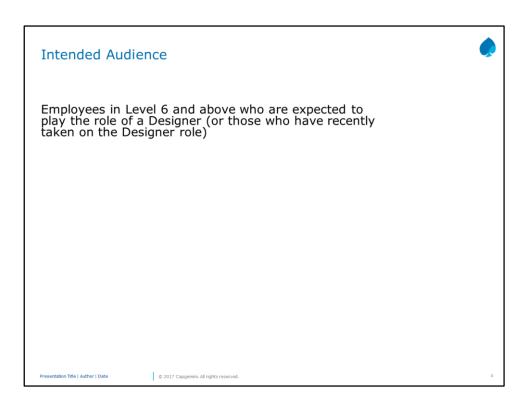
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Page o-«#>

Course Goals • At the end of this training, participants would be able to understand Architecture, High Level Design and few Design patterns Course Non Goals • Technology Specific Designs • All Design Patterns





Day Wise Schedule



Day 1

- Lesson 1: Methodology Overview
- Lesson 2: Requirements An Overview
- Lesson 3: Architecture and Design Discipline
- Lesson 4: Concepts of Object Orientation and UML Co-relating to A&D contd

Day 2

- Lesson 5: Architecture
- · Lesson 6: High Level Design
- Lesson 6: High Level Design continued

Day 3

- Lesson 7 Class Design
- Lesson 08: Introduction to GOF Design Patterns
- Lesson 09: Introduction to Fundamental Design Patterns

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Presentation Title | Author | Date

Lesson 1: Methodology Overview • 1.1: Introducing Qzen • 1.2: Introducing Concepts of Unified Process • 1.3: Exploring Unified Process Development Methodology Lesson 2: Requirements – An Overview • 2.1. Introduction to Requirements Discipline • 2.2. Use Case Model • 2.3. Supplementary Specifications

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Table of Contents



Lesson 3: Architecture and Design Discipline

- 3.1: Architecture and Design: Key Principles and Concepts
- 3.2: Introducing the Architecture and Design Discipline

Lesson 4: Concepts of Object Orientation and UML - Co-relating with A & D

- 4.1: Object-Oriented and UML Concepts
- 4.2: Objects and Classes
- 4.3: Object-Oriented Principles
- 4.4: Some More Object-Oriented Concepts
- 4.5: UML Relationships
- 4.6: More about UML Relationships
- 4.7: UML Mechanisms

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Lesson 5: Architecture • 5.1: Introducing Activity – Architecture • 5.2: Architecture Steps – Understand Architecture Requirements • 5.3: Architecture Steps – Create Architecture POC • 5.4: Architecture Steps – Define Architecture • 5.5: Architecture Steps – Define Reuse Options Lesson 6: High Level Design • 6.1: Introducing Activity: High Level Design • 6.2: HLD Steps: Create Functional Design • 6.3: HLD Steps: Create Logical Database Design • 6.4: HLD Steps: Create Test Design • 6.5: HLD Concluding Steps: Create High Level Design Document

Lesson 07: Class Design • 7.1: Introducing Class Design • 7.2: Class Design Steps – Refine Design Classes • 7.3: Class Design Steps – Refine Class Relationships • 7.4: Handshake with Implementation Lesson 08: Introduction to GOF Design Patterns • 8.1: What is a design pattern? • 8.2: Why design patterns? • 8.3: History of design patterns • 8.4: Classification of Design Patterns • 8.5: Drawbacks of Design Patterns • 8.5: Drawbacks of Design Patterns

Table of Contents



Lesson 09: Introduction to Fundamental Design Patterns

- 9.1: Introduction to Fundamental Patterns
- 9.2: Delegation Pattern
- 9.3: Interface Pattern
- 9.4: Abstract Pattern
- 9.5: Interface and Abstract Class
- 9.6: Introduction to Creational Patterns
- 9.7: Factory Method Pattern
- 9.8: Singleton Pattern

Presentation Title | Author | Date

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Page 0-10

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By Alistair Cockburn

Software Architecture in Practice

By Len Bass, Paul Clements, and Rick Kazman

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