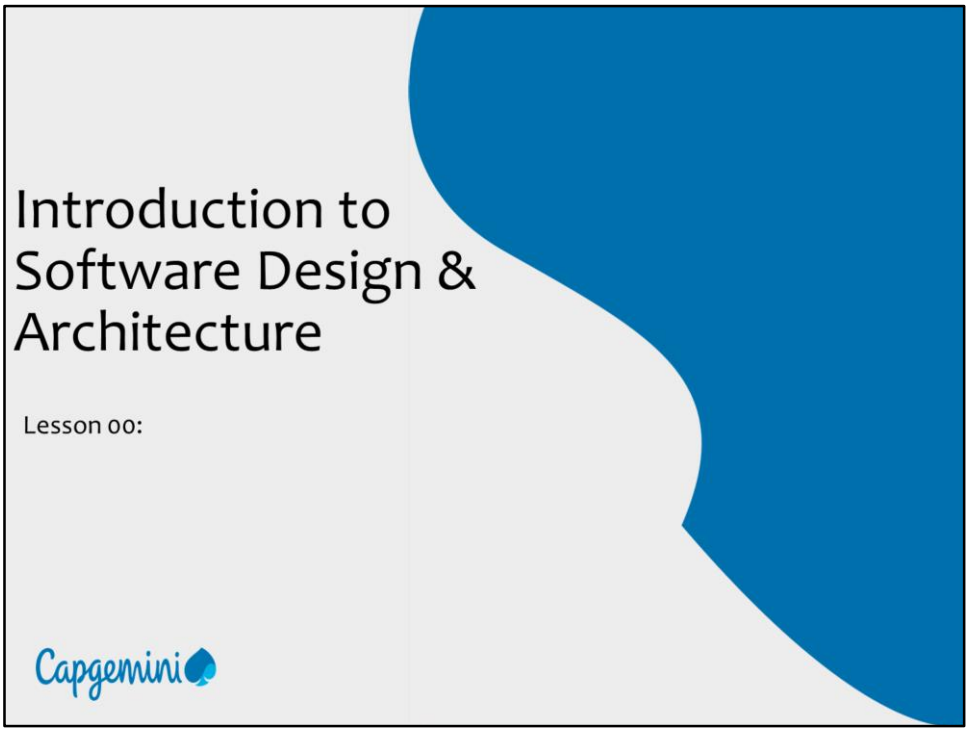

and confidential. For Capgemini only.


Course Goals and Non Goals
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
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Pre-requisites

Fair knowledge of

- Object Oriented Concepts
- Unified Modeling Language
- Database Design

Intended Audience

Employees in Level 6 and above who are expected to play the role of a Designer (or those who have recently taken on the Designer role)

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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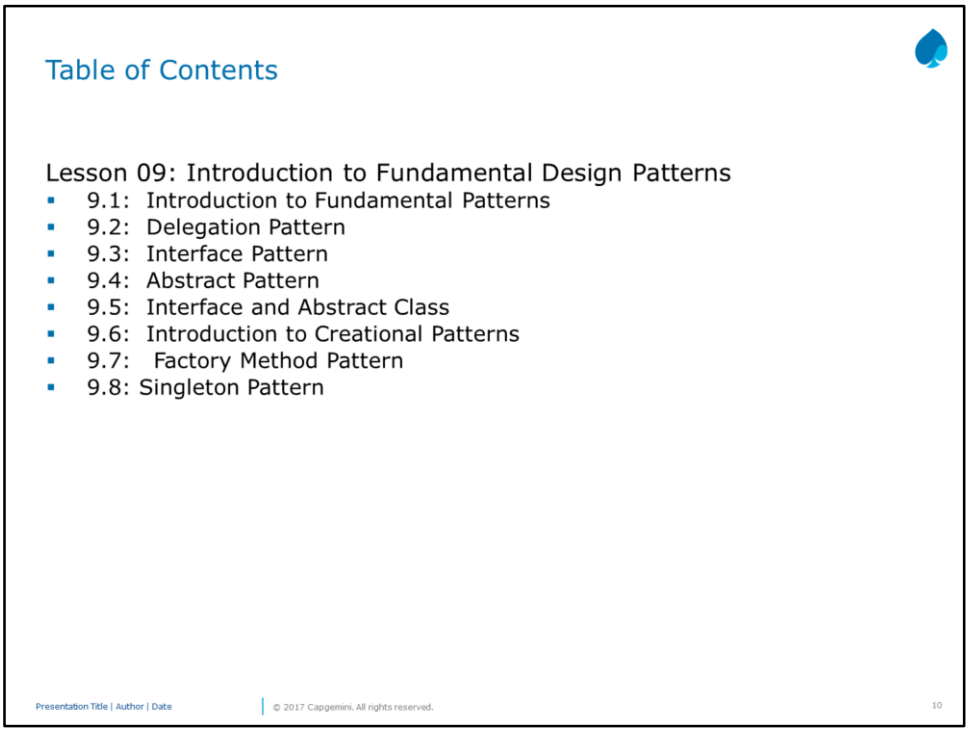
Table of Contents
Lesson 09: Introduction to Fundamental Design Patterns
9.1: Introduction to Fundamental Patterns
9.2: Delegation Pattern
9.3: Interface Pattern
9.4: Abstract Pattern
9.5: Interface and Abstract Class
9.6: Introduction to Creational Patterns
9.7: Factory Method Pattern
9.8: Singleton Pattern
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References

UML User Guide
- By Grady Booch, James Rumbaugh, and Ivar Jacobson

Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and the Unified Process
- By Craig Larman

Writing Effective Use Cases
- By Alistair Cockburn

Software Architecture in Practice
- By Len Bass, Paul Clements, and Rick Kazman

References

The Rational Unified Process, An Introduction
- By Philippe Kruchten

Object Oriented Design Heuristics
- Arthur J. Riel

Rational Unified Process

Qzen Development Methodology

Next Step Courses

GoF Design Patterns (Covered as part of Designer Certification Level 1)

Technology Specific Designing and Technology Specific Design Patterns (Covered as part of Designer Certification Level 2)

Other Parallel Technology Areas

Alternate design approaches (for example: Using RUP for designing)