

# **SYLLABUS**

## **OBJECT ORIENTED SOFTWARE ENGINEERING**

### **UNIT -I: SOFTWARE ENGINEERING**

Software engineering process paradigms, Process Models – Waterfall Model, Iterative Model, RAD Model, Prototype Model. Requirement Analysis, Analysis Model.

### **UNIT -II: INTRODUCTION TO OOAD**

What is OOAD? – What is UML? What are the Unified process(UP) phases - Inception - Use case Modeling - Relating Use cases – include, extend and generalization.

### **UNIT -III: BASIC STRUCTURAL MODELING**

Classes, Relationships, common Mechanisms, and diagrams. Class & Object Diagrams: Terms, concepts, modeling techniques for Class & Object Diagrams.

### **UNIT -IV: BASIC BEHAVIORAL MODELING-I**

Interactions, Interaction diagrams, Activity Diagrams. UML state diagrams and modeling, UML deployment and component diagrams

### **UNIT -V: OBJECT ORIENTED TESTING**

Overview of Testing, object oriented Testing, Types of Testing, Object oriented Testing strategies, Test case design for OO software.