

SE322

Software Design and Architecture (3 CH)

Fall 2025

SE

Pre-Requisite: SE211

Instructor: Engr. Said Nabi

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Email: said.nabi@giki.edu.pk

Office Hours: 10:30am ~ 11:30 am

**Course Introduction**

This course explores software design principles and architectural practices in the development of high-quality software systems. Topics include modeling with UML, architectural styles, design patterns, layered architectures, and software design tools. Students will learn to model system structure and behavior using object-oriented principles and implement systems using best design practices. A semester-long project will be developed individually or in teams applying concepts of layered architecture and design patterns.

**Course Contents****The course will cover:****Visual modeling with UML**

- Object-oriented design
- Responsibility assignment using CRC Cards
- Applying design patterns
- Scalable software architecture
- Translating design into code
- Using modern design tools
- Team collaboration and ethics

**Mapping of CLOs to GAs**

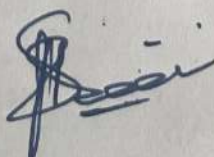
Sr. No	Course Learning Outcomes <sup>+</sup>	Graduate Attributes (GAs)	Bloom's Taxonomy level (Cognitive domain)
CLO 1	Describe and model software systems using UML and architectural principles.	GA-3 Problem Analysis	C2 (Understanding)
CLO 2	Apply object-oriented principles and design patterns to solve software design problems.	GA-4 Design/Development of Solutions	C4 (Analyzing)
CLO 3	Demonstrate the ability to implement software designs into working code using appropriate tools, while exhibiting teamwork and professional ethics.	GA-5 Modern Tool Usage	C3 (Applying)
<sup>+</sup> Please add the prefix "Upon successful completion of this course, the student will be able to"			

**CLO Assessment Mechanism**

Assessment tools	CLO_1	CLO_2	CLO_3
Quizzes	30%	20%	-
Assignments/Projects	10%	20%	70%
Midterm Exam	30%	30%	-
Final Exam	30%	30%	30%

**Overall Grading Policy**

Assessment Items	Percentage
Quizzes	12%
Project/ Assignments	18%
Midterm Exam	30%
Final Exam	40%





### Text and Reference Books

#### Text books:

- Craig Larman, *Applying UML and Patterns*, 3rd edition.
- *Object-Oriented Systems Analysis and Design Using UML*, 4th edition.

#### Reference books:

- Design Patterns: Elements of Reusable Object-Oriented Software, *Erich Gamma et al.*
- Software Architecture in Practice, 4th Edition, *Len Bass et al.*
- Clean Architecture, *Robert C. Martin*

### Administrative Instruction

- According to institute policy, 100% attendance is *mandatory* to appear in the final examination.
- Assignments must be submitted as per instructions mentioned in the assignments.
- In any case, there will be no retake of (scheduled/surprise) quizzes.
- For queries, kindly follow the office hours in order to avoid any inconvenience.

### Computer Usage/Software Tool

- Use of UML tools such as Lucidchart, Visual Paradigm, StarUML.
- Use of Eclips (or any other IDE of student's choice) for assignments and projects.

### Lecture Breakdown


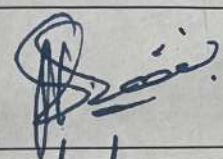
Week 1	<ul style="list-style-type: none"> <li>• Introduction to software design</li> <li>• Role of design in SDLC</li> <li>• Design process and principles</li> <li>• Architectural vs detailed design</li> <li>• Object-oriented thinking; requirements gathering &amp; design process</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>• Abstraction &amp; encapsulation</li> <li>• Modeling fundamentals</li> <li>• UML diagrams (Class, Sequence, Use Case, Activity)</li> <li>• importance of modeling</li> </ul>
Week 3	<ul style="list-style-type: none"> <li>• Decomposition &amp; generalization</li> <li>• Design metrics &amp; diagrams</li> </ul>
Week 4	<ul style="list-style-type: none"> <li>• Design patterns introduction &amp; creational patterns</li> </ul>
Week 5	<ul style="list-style-type: none"> <li>• Behavioural patterns I – Template Method &amp; Chain of Responsibility</li> </ul>
Week 6	<ul style="list-style-type: none"> <li>• Behavioural patterns II – State, Command &amp; Observer; MVC</li> </ul>
Week 7	<ul style="list-style-type: none"> <li>• SOLID &amp; other principles; anti-patterns</li> </ul>
Week 8	<ul style="list-style-type: none"> <li>• Software architecture fundamentals &amp; 4 + 1 view model</li> <li>• UML architecture diagrams</li> </ul>
Week 9	<ul style="list-style-type: none"> <li>• Architectural styles I – language-based &amp; repository-based</li> </ul>
Week 10	<ul style="list-style-type: none"> <li>• Architectural styles II – layered, n-tier &amp; interpreter-based</li> </ul>
Week 11	<ul style="list-style-type: none"> <li>• Architectural styles III – dataflow &amp; event-based; process control</li> </ul>
Week 12	<ul style="list-style-type: none"> <li>• Service-Oriented Architecture fundamentals</li> </ul>
Week 13	<ul style="list-style-type: none"> <li>• RESTful services &amp; microservices</li> </ul>
Week 14	<ul style="list-style-type: none"> <li>• Architecture evaluation &amp; practice</li> </ul>
Week 15	<ul style="list-style-type: none"> <li>• Projects' Demo and Vivas</li> </ul>

Version (1.0)

Fall 2025

Name of Instructor

Said Nabi

Instructor's Signature	
Date	27/08/2025
Name of HoD	Prof. Dr. Ghulam Abbas
HoD's Signature	
Date	31/8/25