**Course Log Template**

FAST-NU \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**INSTITUTION**

BS Computer Science

**PROGRAM (S) TO BE**

**EVALUATED**

|  |  |
| --- | --- |
| **Course Name** | **Software Design and Analysis** |
| **Catalog Number** | **CS 324** |
| **Instructor Name** |  |
|  |  |

**Topics Covered in the Course:**

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| --- | --- | --- |
| Weeks | Topic | hours |
|  | OOP Concepts revision and Course Introduction | 3 |
|  | Introduction to SAD and OOAD, Different software development approaches, SDLC | 3 |
|  | Unified Process, The Rational Unified Process, Requirement Engineering | 3 |
|  | Introduction to UML  Use Cases, Use Case Diagram, Case Study | 2 |
|  | Domain Model, Concepts of classes and objects in UML  Class Diagrams | 2 |
|  | MID-1 | 2 |
|  | Activity Diagrams  Case Study | 2 |
|  | Advance features of Activity Diagrams | 2 |
|  | Discovering Classes  Kinds of Analysis Classes  Entity Control & Boundary Classes | 2 |
|  | Interaction diagrams  Sequence Diagrams | 2 |
|  | MID-2 | 2 |
|  | Collaboration Diagram, State chart diagrams | 2 |
|  | Implementation Diagrams  Component & Deployment Diagrams | 2 |
|  | User Interface Design | 2 |
|  | Introduction to Advance Design Patterns  Introduction to Model View Controller (MVC) Façade / Singleton Pattern, Adapter / Factory Patterns | 3 |
|  | Project Presentation and Discussion | 3 |

**Laboratory Projects/Experiments Done in the Course:**

**Instructor Signature \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**