Subject: Design Patterns - CO706

Class & Semester: Year 4, 1st Semester

Credits: 3 Credits **Category:** Core

Lab hours: 4 hour-session in a week 180 minutes

EVALUATION

S. No	Quizzes and exams	Mark distribution
1	Mid-term exam	20
2	Assignments/ Homework/Class Attendance/Group Project	20
3	Final exam	60

Reference Book

S. No	Book Name	Author(s) Name	Publisher Name & Edition
1	Head First Design Patterns	Eric, Elisabeth	O'Reilly

Recommended Books

S. No	Book Name	Author(s) Name	Publisher Name & Edition
	Design Patterns, Elements of	Erich, Gamma	Addison-Wesley
1	Reusable Object-Oriented		
	Software		

Course Description:

This course introduces the concept of design patterns: their origins in architecture and how they apply in the discipline of software design. The motivation for studying design patterns, what they are and how to use them .After completing this course, students will be comfortable with the basics of design patterns and will be able to start using them effectively.

Course Objectives:

At the end of this course, students will be able to understand what design patterns are, know why they are useful. Students will also get familiar with several specific design patterns and how to relate them to their day to day java programming work. What each pat-tern is, where they are used, and how they are implemented.

Homework and class activity details

Throughout the semester the students are expected to work on case studies in the book and assignment which lecturer will give them.

Detailed Course Outline:

Week	Contents
	Introduction to DP
1	
	Java Overview
2	
2	What is design pattern?
3	
4	Observer pattern
4	
5	Cont. Observer pattern
J	
6	Decorator pattern
_	Cont. Decorator pattern
7	
8	Mid Term Exam
	Factory pattern
9	ractory pattern
10	Cont. Factory pattern
11	Singleton gettem
11	Singleton pattern
12	Cont. Singleton pattern
	Cont. ongleton pattern
13	Command Pattern
14	Cont. Command Pattern
15	Course Review
16	Final Term Exam