



Basic Information:

Course Title:	Design Patterns	Code	IT-662
Program	MBIT via BBIT (IT Major)	Credit Hours:	Three (03)
Total Sessions:	30 Classes + Mid Term + Final Term	Pre-Requisite:	BBIT (IT Major)

Course Description:

Design patterns are typical solutions to common problems in software design. Each pattern is like a blueprint that you can customize to solve a particular design problem in your code. This course focuses on building best coding abilities among students.

This course extends object-oriented analysis and design by incorporating design patterns to create interactive business applications. Through a survey of established design patterns, MBIT students will gain a foundation for more complex software applications. As a term project, students will have to redesign an existing C#/Java/Android based application to implement a combination of design patterns.

Learning Outcomes:

After the completion of this course, it is expected that students who will involve themselves in the knowledge base working of the course will be capable to

- ✓ Design the real-world coding problems
- ✓ *Apply patterns efficiently*
- ✓ Improve coding capabilities

Teaching Learning Methodology:

The formal teaching component of this course consists of active student participation in and contribution to all forms of teaching and learning i.e. lectures, discussions, research assignments and projects. Lectures will be twice a week of 90 min each. Lecture will include on spot demonstration of coding sample and students will be performing in class assignments.

Individual Research Term Project:

Once the midterm exam is done. Students will be asked to submit a research proposal individually. The research assignment must display applied design patterns. Student will submit written report and defend his document in final presentation at the end of semester.

Wk	Lecture Topic				
01	Revision of OO Concepts				
02	Revision of UML				
03	Practice of UML to Code and Code to UML				
04	Introduction to Design Patterns				
05	Introduction to SOLID				
06	Single Responsibility & Open Closed Principles				
07	Liskov Substitution, Interface Segregation, Dependency Inversion Principle				
08	Mid Term Examination				
09	Case Study on SOLID				
10	Singleton Pattern				
11	Factory Pattern & Abstract Factory Pattern				
12	Observer Pattern				
13	Decorator Pattern				
14	Iterator Pattern				
15	Revision				
16	Final Term Examination				

Weekly Term Plan





Topics in Detail

i	Торіс					
01	Course Outline and Norms to Course					
01	Encapsulation, Information Hiding, Object & Instances					
02	Inheritance, polymorphism, Delegates, Abstract Classes					
	Interfaces, State Models					
03	Class Diagram, Sequence Diagram and Collaboration Diagram					
	State Diagram and Activity Diagram					
04	UML to Code					
	Code to UML					
05	What is design pattern? Properties of Good Design					
05	Why Design Patterns are required? SOLID					
06	Singleton, Command, Decorator and Builder Pattern					
	Factory Method and Abstraction					
07	Template Method Pattern and Observer Pattern					
07	Strategy Pattern, Visitor Pattern, and Adapter Pattern					
08	Case Study					
09	Mid Term Examination					
10	Term Project Allocation					
10	Flyweight Pattern					
11	Proxy Pattern					
11	State Pattern					
12	Facade Pattern					
12	Iterator Pattern					
13	Mediator Pattern					
15	Memento Pattern					
14	Prototype Pattern and Case Study					
14	Interpreter Pattern					
15	Bridge Pattern					
15	Composite Pattern					
16	UML for Design Pattern					
10	Practical Implementation					
17	Final Term Examination					

Text & Recommended Readings	Term Research Assignment Specification			
 A. Design Patterns: Elements of Reusable Object- Oriented Software Erich Gamma, Richard Helm, Ralph Johnson, John M. Vlissides B. Pattern Hatching: Design Patterns Applied John M. Vlissides 	 C# Dot Net Microsoft Word for Documentation Headings Arial 11pt Bold Normal Text Times New Roman 10pt Header Footer Times New Roman 8pt Paragraph Single Line Spacing First Line Indent 1.0 cm Page Margins 2 cm from each side 			





Grading Policy:

Final Grade for this course will be the cumulated result of the following term work with relevant participation according to the quoted percentage.

Sessional	25%		Mid Term	35%	Final Term	40%
Assignments	10 %		Mid Term Exam	25%	Final Exam	30%
Quizzes	10%		Lab Work/ Lab Mid	10%	Case Study/ Project/	10%
Presentations	05%		Exam		Term Paper	
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Remember subdivision of Mid Term and Final Term Examination should be done only in case of very essential and major Grading Instruments.

Dishonest Practices & Plagiarism

A student found responsible for dishonest practice/cheating (copying the work of others, use of unauthorized material in Grading Instruments etc.) in relation to any piece of Grading Instrument will face penalties like deduction of marks, grade 'F' in the course, or in extreme cases, suspension and rustication from IBIT. For details consult Plagiarism Policy of the PU at http://pu.edu.pk/dpcc/downloads/Plagiarism-Policy.pdf

Grading System:

Letter Grade	Grade Point	Num Equivalence
А	4.00	85 - 100 %
A-	3.70	80 - 84 %
B+	3.30	75 - 79%
В	3.00	70 - 74 %
B-	2.70	65 - 69 %
C+	2.30	61 - 64 %
С	2.00	58 - 60 %
C-	1.70	55 - 57 %
D	1.00	50-54 %
F	0.00	Below 50 %
Ι	Incomplete	*
W	Withdraw	*

Norms to Course:

- ✓ Submission Date and Time for the term instruments is always <u>Un-Extendable</u>
- ✓ 7 Absentees in class will be result in forced withdrawal. (PU Policy)
- ✓ Re-sit in Mid and Final Term will cause you a loss of 2 and 3 grade marks respectively. (PU Policy)
- ✓ This is your responsibility to keep track of your position in class evaluation units.
- ✓ After the submission date, NO excuse will be entertained.
- ✓ Keep a copy of all submitted Grading Instruments.
- ✓ Assignment is acceptable only in its Entirety.
- ✓ No make up for any assignment and quiz.
- ✓ Copied & Shared work will score Zero.
- Assignments are Individual.

Good Luck