

<b>Design Patterns</b>					
<b>Course Code</b> CIS62036	<b>Student Workload</b> 90hours	<b>Credits</b> (according to ECTS) 4.5	<b>Semester</b> Semester 6	<b>Frequency</b> each even-semester	<b>Duration</b> 16 meetings
<b>1</b>	<b>Types of courses</b> <i>Elective (programme level)</i>	<b>contact hours</b> 63 hours	<b>independent study</b> 27 hours	<b>class size</b> 40 students	
<b>2</b>	<b>Prerequisites for participation</b> Have completed Information Systems Analysis and Design course				
<b>3</b>	<b>Learning outcomes</b> <ul style="list-style-type: none"> <li>● <b>IS-ILO-4</b> Graduates can develop professional careers in computer science based on quality aspects, data-driven decision making, be responsible, and make continuous improvements.</li> </ul>				
<b>4</b>	<b>Subject aims</b> <ul style="list-style-type: none"> <li>● Students are able to explain the basic concepts of design patterns.</li> <li>● Students are able to understand the methods in the design pattern</li> <li>● Students are able to understand the types of patterns in the design pattern.</li> <li>● Students are able to understand the advantages of each different types of design pattern in case study.</li> </ul>				
<b>5</b>	<b>Teaching methods</b> lectures, case study, class discussion, presentation				
<b>6</b>	<b>Assessment methods</b> assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
<b>7</b>	<b>This module is used in the following degree programs as well</b>				
<b>8</b>	<b>Responsibility for module</b>				
<b>9</b>	<b>Other information</b> <ol style="list-style-type: none"> <li>1. Software Architecture Design Pattern in Java, Partha Kuchana, Auerbach</li> <li>2. Head First Design Pattern, Eric Freeman, Oreilly</li> </ol>				