



DEPARTMENT OF COMPUTER SCIENCE & DESIGN

Lesson Plan & Work-done Diary for AY: 2026, ODD Semester

Course with Code: Object Oriented Design Pattern Lab-BCGL504				Faculty: Darshini Y			Semester & Section: V	
Class No.	Date planned (DD/MM)	Topics to be covered	TLP Planned	Class No.	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
1.		Design and implement ShapeFactory class that generates different types of Shape objects (Circle, Square, Rectangle) based on input parameters using Factory Design Pattern.	PPT					
2.		Design and Implement an Abstract Factory class to create families of related or dependent objects with respect to decathlon store without specifying their concrete classes using Abstract Factory.	PPT					
3.		Design and implement a complex object like a House using a step-by-step Builder pattern, allowing different representations of the house (wooden, brick, etc.).	PPT					
4.		Design and Implement to Extend a Coffee object with dynamic features (e.g., milk, sugar, whipped cream) using Decorators.	PPT					
5.		Design and Implement a Logger class ensuring a single instance throughout the application.	PPT					
6.		Design and implement an Adapter Pattern for a Music System.						
7.		Design and Implement an Observer pattern for a news agency to notify subscribers of updates.						





DEPARTMENT OF COMPUTER SCIENCE & DESIGN

Course with Code: Object Oriented Design Pattern Lab-BCGL504				Faculty: Darshini Y			Semester & Section: V	
Class No.	Date planned (DD/MM)	Topics to be covered	TLP Planned	Class No.	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
8.		Design and Implement a Façade pattern for home theatre system.	PPT					
9.		Design and Implement a Template Method for Document Processing (word, pdf, excel)	PPT					
10.		Design and Implement weather monitoring system that notifies multiple display devices whenever the weather conditions change that follows the Observer Design Pattern.	PPT					
11.		Design and Implement a Proxy pattern to control access to an object (e.g., a protected resource or remote service).	PPT					
12.		Design and Implement a Mediator pattern to manage communication between a set of objects (e.g., chat room with multiple participants).	PPT					



DEPARTMENT OF COMPUTER SCIENCE & DESIGN

	Activity	Planned	Actual	Remarks
1	No of Labs	12		
2	Assignments/ Quizzes/ Self-study	-		
3	Tutorials/ Extra classes	-		
4	Internal Assessments	2		
5	ICT based Teaching (% of usage in Curriculum)	100		
Planning			Execution	
Faculty Signature:			Faculty Signature:	
HoD Signature:			HoD Signature:	