Structure of Computer Science/Information Technology (IT) Syllabus

III YEAR V SEMESTER
Paper VI : Software Engineering

Course Objectives

The Objective of the course is to assist the student in understanding the basic theory of software engineering, and to apply these basic theoretical principles to a group software development project.

Course outcomes

1. Ability to gather and specify requirements of the software projects.
2. Ability to analyze software requirements with existing tools
3. Able to differentiate different testing methodologies
4. Able to understand and apply the basic project management practices in real life projects
5. Ability to work in a team as well as independently on software projects

UNIT I

INTRODUCTION: Software Engineering Process paradigms - Project management - Process and Project Metrics – software estimation - Empirical estimation models - Planning - Risk analysis - Software project scheduling.

UNIT II

REQUIREMENTS ANALYSIS : Requirement Engineering Processes – Feasibility Study – Problem of Requirements – Software Requirement Analysis – Analysis Concepts and Principles – Analysis Process – Analysis Model

UNIT III

SOFTWARE DESIGN: Software design - Abstraction - Modularity - Software Architecture - Effective modular design - Cohesion and Coupling - Architectural design and Procedural design - Data flow oriented design.

UNIT IV

USER INTERFACE DESIGN AND REAL TIME SYSTEMS : User interface design - Human factors - Human computer interaction - Human - Computer Interface design - Interface design - Interface standards.

UNIT V

SOFTWARE QUALITY AND TESTING : Software Quality Assurance - Quality metrics - Software Reliability - Software testing - Path testing – Control Structures testing - Black Box testing - Integration, Validation and system testing - Reverse Engineering and Re-engineering.

CASE tools –projects management, tools - analysis and design tools – programming tools - integration and testing tool - Case studies.

REFERENCE BOOKS:

1. Roger Pressman S., "Software Engineering: A Practitioner's Approach", 7th Edition, McGraw Hill, 2010.
2. Software Engineering Principles and Practice by Deepak Jain Oxford University Press
2. Sommerville, "Software Engineering", Eighth Edition, Pearson Education, 2007
3. Pfleeger, "Software Engineering: Theory & Practice", 3rd Edition, Pearson Education, 2009
4. Carlo Ghazi, Mehdi Jazayari, Dino Mandrioli, "Fundamentals of Software Engineering", Pearson Education, 2003

Student Activity:

1. **Visit any financial organization nearby and prepare requirement analysis report**
2. **Visit any industrial organization and prepare risk chart.**