

CSH303: SOFTWARE ENGINEERING

Hours/Week: 4

I.A. Marks: 30

Credits: 4

Exam. Marks: 70

Course Learning Objectives: Students will be able to try,

Be agile software developers with a comprehensive set of skills appropriate to the needs of the dynamic global computing-based society.

Capable of team and organizational leadership in computing project settings, and have a broad understanding of ethical application of computing-based solutions to societal and organizational problems.

Acquire skills and knowledge to advance their career, including continually upgrading professional, communication, analytic, and technical skills.

To understand project scheduling concept and risk management associated to various type of projects.

Course Outcomes: After completing the course, the students will be able to,

CO1: Recognize the software engineering and software process.

CO2: Understand different activities of Software process.

CO3: Realize the concepts of agile methods and software testing.

CO4: Learn the techniques of functional and non-functional requirements.

CO5: Familiar with concepts of detailed and object oriented design.

CO5: Define various software application domains and remember different process model used in software development.

CO6: An ability to apply engineering design to produce solutions that meet specified needs.

CO7: Consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors

UNIT-I

12 Hrs.

Introduction: Professional Software Development, Software Engineering Ethics. Case Studies. Software Processes: Models. Process activities. Coping with Change. The Rational Unified Process.

UNIT-II

12 Hrs.

Agile Software Development: Agile methods. Plan-driven and agile development. Extreme programming. Agile project management. Scaling agile methods. Requirements Engineering: Functional and non-functional requirements. The software Requirements Document. Requirements Specification. Requirements Engineering Processes. Requirements Elicitation and Analysis. Requirements validation. Requirements Management, need for SRS, characteristics of SRS, organization of SRS document.

UNIT-III

12 Hrs.

Function Oriented Design: Design Principles, Module-Level Concepts, Design Notation and Specification, Structured Design Methodology, Verification, Metrics. Object-Oriented Design: OO Analysis and OO Design, OO Concepts, Design Concepts, Unified Modeling Language (UML), A Design Methodology, Metrics.

UNIT-IV

12 Hrs.

Software Testing: Development testing, Test-driven development, Release testing, User testing. Software Evolution: Evolution processes. Program evolution dynamics. Software maintenance. Legacy system management. Project Planning: Software pricing. Plan-driven development. Project scheduling. Agile planning. Estimation techniques. Quality management: Software quality. Software standards. Reviews and inspections. Software measurement and metrics.

REFERENCE BOOKS:

1. Ian Sommerville, Software Engineering, 9th Edition, Pearson Education, 2012. (Listed topics only from Chapters 1,2,3,4, 5, 7, 8, 9, 23, and24)
2. Roger S. Pressman, Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill. 2013.
3. PankajJalote, An Integrated Approach to Software Engineering, WileyIndia.2010.

