

SOFTWARE ENGINEERING & PROJECT MANAGEMENT

DISCLAIMER : I'M NOT RESPONSIBLE IF QUESTIONS FROM EXAM ARE NOT RELEVANT TO THE CONCEPTS MENTIONED BELOW..
ELLARUM ENNA UNGA VEETU PULLAYA NENACHU MANICHIRUNGA!! 🙄 🙄

IMPORTANT CONCEPTS:

U1 -

- LIFE CYCLE MODELS (EASY) [MAINLY FOCUS ON WATERFALL, RAD, AGILE, XP & SCRUM MODEL] {4M}
- SOFTWARE PROJECT ESTIMATION PROBLEMS (SIMPLE) {4M}
- MODES BASED PROBLEM (ORGANIC, SEMI-DETACHMENT, EMBEDDED) {12M}
- COCOMO MODEL {4M}
- RISK MANAGEMENT & CAUSES {12M}
- CONFIGURATION MANAGEMENT {4M}
- FUNCTIONAL & NON-FUNCTIONAL REQUIREMENTS {4M/12M}

U2 -

- DESIGN FUNDAMENTALS {12M}
- SOFTWARE DESIGN STANDARDS {4M}
- ARCHITECTURAL DESIGN & CONTENT DIAGRAM {4M}
- REFACTORING & MODULE COUPLING {4M}
- COMPONENT LEVEL DIAGRAM {12M}
- WEB APPLICATION DESIGN {12M}
- DESIGN LIFE CYCLE MANAGEMENT {12M}

U3 -

- CODING STANDARDS {12M}
- SOFTWARE CONSTRUCTION CHARACTERISTICS {4M}
- CODE REVIEWING TYPES {4M}
- CODING METHODS {12M}

U4 -

- VERIFICATION & VALIDATION {12M}
- TEST PRIORITIZATION {4M}
- RISK MANAGEMENT {12M}
- TPA & TEST AUTOMATION {4M}
- TEST PROJECT MONITORING & CONTROL {12M}
- DEFECT TRACKING {12M}
- TEST ARTIFACTS {4M}

U5 -

- PRODUCT RELEASE MANAGEMENT {12M}
- MAINTENANCE TYPES {12M}
- MAINTENANCE PROCESS MODELS {4M}
- MAINTENANCE LIFE CYCLE {12M}
- RE-ENGINEERING VS REVERSE ENGINEERING {4M}

ALL THE BEST FOR YOUR EXAM **100** 📌

YOUR'S FAITHFULLY,
YOUR FRIEND