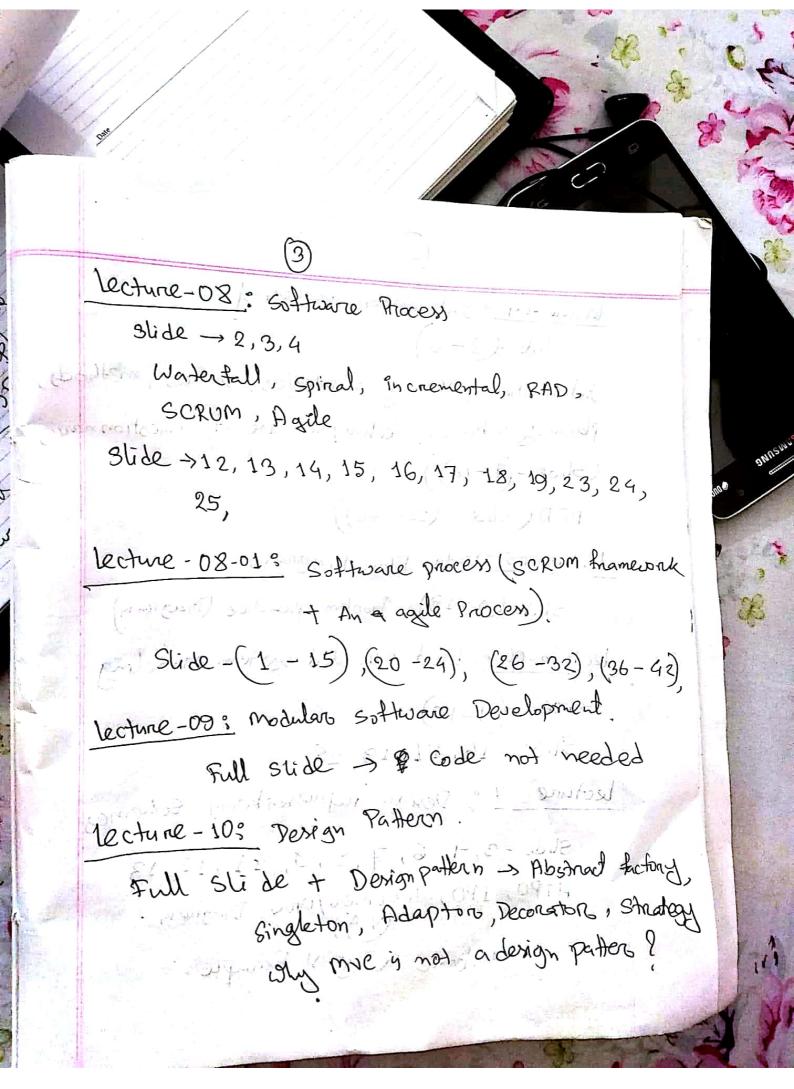**Lecture-01:** Information for management.

What is data? information ? Data Vs information.

~~Slide- 6, 7, 12, 13, 14,~~ ~~22, 23, 24,~~ ~~25~~, 26, 27, 28, ~~29, 30, 31~~

Types of information Description, example.

Slide → 6, 7, 12, 13, 14.

lecture-02, System analysis & design life cycle.

Steps involved in analysis and design (slide - 16-15)

Role of system analyst. (17 - 21 slide)

Attribute of a systems analyst (slide - (22-24))

Tools used by   ,,   ,,   Slide - 25

lecture-03 Feasibility analysis.

Slide - 3, 4.
steps in feasibility analysis (slide - 7)
Guidelines for searching goals (slide - 9, 10)
cost benefit analysis + math (slide - 30).

lecture-04 : Information gathering.

slide - (3-6)

Information gathering strategies, sources, methods,
planning interview, technique, use of Questionnaire

(slide - (7-14))

DFD (slide - (22-26))

lecture-05 : Data Flow Diagrams.

slide (1-19). Problem practice (Diagram)

lecture-06 : object oriented system modeling,

slide - (4-10)

Slide - 16, 17, 19, 28

lecture-07 : Design representation Schemes.

slide - 3, 4, 6, 7, 8, 9, 11, 12, 13

HIPO, IPO, Warnier/orro Diagram.
(V.g)

welcome a guest Example.

Lecture-08 : Software Process

   Slide → 2, 3, 4

    Waterfall, Spiral, incremental, RAD,
    SCRUM, Agile

   Slide → 12, 13, 14, 15, 16, 17, 18, 19, 23, 24,
     25,

Lecture - 08-01 : Software process (SCRUM framework

         + An a agile Process).

    Slide - (1 - 15), (20 -24), (26 -32), (36 - 42),

Lecture -09 : Modular software Development.

     Full slide → ⚥ Code not needed

Lecture - 10 : Design Pattern.

    Full slide + Design pattern → Abstract factory,
      Singleton, Adaptor, Decorator, Strategy
      why mvc is not a design pattern ?

Chapter—19: Software testing techniques.

Slide — (1—9), white box testing, black box testing, Slide (12—19), Slide (35—37).

lecture—11: Solid principles.

Full Slide.

UML → website এক জায়গা রাত,

Activity, use case, class, Deployment Diagram.

 # MIST Teacher:

(i) Project management concept:

Slide —(3—8), (22—26),

(ii) Project scheduling:

Critical path analysis + math.

(iii) Product metrics,

Slide → 2, 3, 4, 6, 7, 8, 12, 13, 16

(iv) Software project planning.

slide → 2, 25, 27, 28, 21.