#### **SOFTWARE ENGINEERING LAB**

#### B.Tech. II Year I Sem.

L T P C 0 0 2 1

### **Prerequisites**

A course on "Programming for Problem Solving".

### Co-requisite

• A Course on "Software Engineering".

# **Course Objectives:**

 To have hands on experience in developing a software project by using various software engineering principles and methods in each of the phases of software development.

# **Course Outcomes:**

- Ability to translate end-user requirements into system and software requirements
- Ability to generate a high-level design of the system from the software requirements
- Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

### **List of Experiments**

Do the following seven exercises for any two projects given in the list of sample projects or any other Projects:

- 1. Development of problem statements.
- 2. Preparation of Software Requirement Specification Document, Design Documents and Testing Phase related documents.
- 3. Preparation of Software Configuration Management and Risk Management related documents.
- 4. Study and usage of any Design phase CASE tool
- 5. Performing the Design by using any Design phase CASE tools.
- 6. Develop test cases for unit testing and integration testing
- 7. Develop test cases for various white box and black box testing techniques.

### **Sample Projects:**

- 1. Passport automation System
- 2. Book Bank
- 3. Online Exam Registration
- 4. Stock Maintenance System
- 5. Online course reservation system
- 6. E-ticketing
- 7. Software Personnel Management System
- 8. Credit Card Processing
- 9. E-book management System.
- 10. Recruitment system

### **TEXT BOOKS:**

- 1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, McGraw Hill International Edition.
- 2. Software Engineering- Sommerville, 7th edition, Pearson Education.
- 3. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.

# **REFERENCE BOOKS:**

- 1. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
- 2. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill