

DETAILED SYLLABUS

UNIT - I INTRODUCTION TO SOFTWARE ENGINEERING

10 HOURS

1.1 **Basics of Software Engineering** : Need for Software Engineering – Definition – Software Characteristics – Software Myths – Program versus Software Products

1.2. **Software Development Life Cycle Models**: Introduction -- Waterfall Model – Prototyping model – Spiral Model – Iterative Enhancement model - RAD model – Object Oriented Model - Advantages and Disadvantages of above models – Comparison of various models.

1.3 **Software Requirement Analysis (SRS)** : Value of good SRS – Requirement Process – Requirement Specification – Desirable characteristics of an SRS – Components of an SRS – Structures of a requirements documents - Problems in SRS – Requirements gathering

UNIT – II SOFTWARE DESIGN & PLANNING

10 HOURS

2.1 **Software Design** : Definition of software design – Objectives of software design – Process of software design – Architectural design – Modular design – Structure chart – Coupling and Cohesion – Different types – Interface design – Design of Human Computer Interface

2.2 **CODING**: Information Hiding – Programming style – Internal documentation – Monitoring and Control for coding – Structured

2.3. **Software Planning**: Software metrics - Definition – Types of metrics – Product and Project metrics – Function point and feature point metrics – Software project estimation – Steps for estimation – Reason for poor and inaccurate estimation – Project estimation guidelines – Models for estimation – COCOMO Model – Automated tools for estimation.

2.4. **CASE** : CASE and its scope – Architecture of CASE environment – Building blocks for CASE – CASE support in software Life cycle – Objectives of CASE – Characteristics of CASE tools – List of CASE tools – Categories, advantages and advantages of CASE tools.

UNIT – III SOFTWARE MAINTENANCE AND RISK MANAGEMENT

10 HOURS

3.1. **Software Maintenance**: Software as an evolution entity – Software configuration management activities – Change control process – Software version control – Software configuration management – Need for maintenance – Categories of maintenance – Maintenance cost – Factors affecting the effort

3.2. **Risk Management**: Definition of Risk - Basics for different types of software risks – Monitoring of risks – Risk management – Risk avoidance – Risk detection – Risk control – Risk recovery – Sources of risks – Types of risks

3.3. **Project scheduling** : Introduction – Factors affecting the task set for the project – scheduling methods – Work breakdown structure – Flow graph – Gant chart - PERT

UNIT – IV SOFTWARE TESTING

10 HOURS

4.1. **Software Testing** : Introduction to testing – Testing principles – Testing objectives – Test Oracles - Basic terms used in testing – Fault – Error – Failure - Test cases – Black box and white box testing – Advantages and disadvantages of above testing – Methods for Block box testing strategies – Methods for white box testing strategies – Testing activities – Test plan.

4.2. **Levels of testing: Unit testing - Integration tests – System testing – Types.**

4.3. **Software Testing strategies**: Static testing strategies – Formal technical reviews – Code walkthrough – Code inspection - Debugging – Definition – Characteristics of bugs – Life cycle of a Debugging task – Debugging approaches.

4.4 **Software Testing Tools**: Need for tools – Classification of tools – Functional/Regression Testing tools – Performance/Load Testing Tools – Testing process management Tools – Benefits of tools – Risk Associated with tools – Selecting tools – Introducing the tool in the testing process - Different categories of tools – Examples for commercial software testing tool.

4.5 Code of Ethics for Software Professionals: Human Ethics – Professional Ethics – Ethical issues in Software Engineering – Code of Ethics and professional Practice: Software Engineering code of ethics and professional Practice – Ethical issues: Right versus Wrong

UNIT – V SOFTWARE RELIABILITY AND QUALITY ASSURANCE 10 HOURS

5.1. Software Quality Assurance : Verification and validation – SQA - Objectives and Goals – SQA plan - Definition of software quality – Classification of software qualities - Software quality attributes – Important qualities of software products - Importance of software quality – SEI – CMM - Five levels - ISO 9000 – Need for ISO Certification – Benefits of ISO 9000 certification – Limitation of ISO 9000 certification – Uses of IS ISO - Salient features of ISO 9000 Requirements – Introduction to ISO 9126

5.2 Software Reliability : Definition – Reliability terminologies – Classification of failures – Reliability metrics – Reliability growth modeling - Reliability measurement process

5.3 Reverse Software Engineering: Definition – Purpose - Reverse engineering Process – Reverse engineering tasks – Characteristics and application areas of reverse engineering – Software re-engineering – Principle – Re- engineering process – Difference between forward engineering and re-engineering

REFERENCES:

S. No	TITLE	AUTHOR	PUBLISHER	Year of Publishing / Edition
1.	Software Engineering	Ian Sommerville	Pearson Education	Sixth Edition
2.	Fundamentals of Software Engineering	Rajib Mall	PHI Learning Pvt Limited, New Delhi	28th Printing – August 2011
3.	Software Engineering	Bharat Bhusan Agarwal, Sumit Prakash Tayal	Firewall Media, New Delhi	Second Edition 2008
4.	Software Testing	K.Mustafa and R.A.Khan	Narosa Publishing House, New Delhi	Reprint 2009
5.	Software Quality	R.A. Khan, K.Mustafa and SI Ahson	Narosa Publishing House, New Delhi	Reprint 2008
8.	Software Engineering	Stephen Schach	TMGH Education Pvt Ltd, New Delhi	Eight Reprint 2011
7.	Software Engineering fundamentals	Ali Behforooz and Fredick J Hudson	Oxford University press,	2005
8.	Software Testing Principles and Practices	Srnivasan desikan, Gopalswamy Ramesh	Pearson	First Edition
9.	Software Testing Concepts and Tools	Nageshwara Rao Pusulri	DreamTeach	First Edition
10.	Software Engineering Concepts and application	Subhasjit Dattun	OXFORD University Press	2010
11.	Software Engineering	Rohit Khurana	Vikas Publishing	Second Edition