Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITC504	Software Engineering	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract/ Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITC504	Software Engineering	20	20	20	80	03	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To provide the knowledge of software engineering discipline.
2	To understand Requirements and analyze it
3	To do planning and apply scheduling
4	To apply analysis, and develop software solutions
5	To demonstrate and evaluate real time projects with respect to software engineering principles
6	Apply testing and assure quality in software solution.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand and use basic knowledge in software engineering.	L1, L2
2	Identify requirements, analyze and prepare models.	L1, L2, L3
3	Plan, schedule and track the progress of the projects.	L1, L2, L3
4	Design & develop the software solutions for the growth of society	L1, L2, L3
5	To demonstrate and evaluate real time projects with respect to software engineering principles	L1, L2, L3, L4
6	Apply testing and assure quality in software solution	L1, L2, L3, L4

Prerequisite: Basic programming of knowledge.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	None	--	--
I	Introduction to Software Engineering	Nature of Software, Software Engineering, Software Process, Capability Maturity Model (CMM) Generic Process Model, Prescriptive Process Models: The Waterfall Model, V-model, Incremental Process Models, Evolutionary Process Models, Concurrent Models, Agile process, Agility Principles, Extreme Programming (XP), Scrum, Kanban model **Self-learning Topics:** Personal and Team Process Models	**06**	CO1,CO2
II	Requirement Analysis	Software Requirements: Functional & non-functional – user-system requirement engineering process – feasibility studies – elicitation – validation & management – software prototyping – S/W documentation – Analysis and modelling Requirement Elicitation, Software requirement specification (SRS), **Self-learning Topics:** prioritizing requirements (Kano diagram) - real life application case study.	**07**	CO1,CO2
III	Software Estimation and Scheduling	Management Spectrum, 3Ps (people, product and process) Process and Project metrics Software Project Estimation: LOC, FP, Empirical Estimation Models - COCOMO II Model, Specialized Estimation Techniques, Object based estimation, use-case based estimation Project scheduling: Defining a Task Set for the Software Project, Timeline charts, Tracking the Schedule, Earned Value Analysis **Self-learning Topics:** Cost Estimation Tools and Techniques, Typical Problems with IT Cost Estimates.	**06**	CO3
IV	Design Engineering	Design Process & quality, Design Concepts, The design Model, Pattern-based Software Design. 4.2 Architectural Design :Design Decisions, Views, Patterns, Application Architectures, Modeling Component level Design: component, Designing class based components, conducting component-level design, User Interface Design: The golden rules, Interface Design	**07**	CO3, CO4

		steps & Analysis, Design Evaluation **Self-learning Topics:** Refinement, Aspects, Refactoring		
V	Software Risk, Configuration Management	Risk Identification, Risk Assessment, Risk Projection, RMMM Software Configuration management, SCM repositories, SCM process Software Quality Assurance Task and Plan, Metrics, Software Reliability, Formal Technical Review (FTR), Walkthrough **Self-learning Topics:**: Configuration management for WebApps	**07**	CO5
VI	Software Testing and Maintenance	Testing: Software Quality, Testing: Strategic Approach, Strategic Issues- Testing: Strategies for Conventional Software, Object oriented software, Web Apps- Validating Testing- System Testing- Art of Debugging. Maintenance : Software Maintenance-Software Supportability- Reengineering- Business Process Reengineering- Software Reengineering- Reverse Engineering- Restructuring- Forward Engineering **Self-learning Topics:** Test Strategies for WebApps	**06**	CO6

Text Books:

1 Roger S. Pressman, Software Engineering: A practitioner's approach, McGraw Hill
2 Rajib Mall, Fundamentals of Software Engineering, Prentice Hall India
3 PankajJalote, An integrated approach to Software Engineering, Springer/Narosa.
4 Ian Sommerville, Software Engineering, Addison-Wesley.

References:

1 https://nptel.ac.in/courses/106/101/106101061/
2 https://www.youtube.com/watch?v=wEr6mwquPLY
3 http://www.nptelvideos.com/video.php?id=911&c=9
4 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=66
5 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=67
6 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=65
7 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=64
8 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=63

Preferable: Case studies can be discussed on every unit as per requirement for better understanding, examples are given below.

Unit 1	An information system (mental health-care system), wilderness weather system.
Unit 2	Mental health care patient management system (MHC-PMS).
Unit 3	Software Tools for Estimation.

Unit 4	Risk management in Food delivery software.
Unit 5	Study design of Biometric Authentication software.
Unit 6	Selenium Testing with any online application.

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test.

➢ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marksQ.1** will be **compulsory** and should **cover maximum contents of the syllabus**
- **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered.