

Code: BSE-201	Second semester	Software Engineering	Credits: 04
Course Objectives: 1. To improve software engineering development skills and testing plans. 2. To recognize system concepts and its application in Software development. 3. To develop skills of designing and testing software. 4. To acquire technical skills to assure production of quality software.			
Course Outcome: 1. Facility to learn development skills of software 2. Capability to apply various techniques for software testing			
Unit-1:	Introduction to Software Engineering		
The Evolving Role of Software, Software Characteristics, Software Applications, Software Evolution, Software Crisis & Horizon, Software Myths			
Unit-2:	Process of Software		
Software Engineering, Software Process, The Waterfall Model, Incremental Process Models, Spiral Model			
Unit-3:	A Generic View of Process		
Software Engineering – A Layered Technology, Framework Personal and Team Process Models, Personal Software Process (PSP), Team Software Process (TSP), Process Technology, Product and process			
Unit-4:	AGILE DEVELOPMENT		
What Is Agility?, What Is an Agile Process?, The Politics of Agile Development, Agile Process Models, Feature Driven Development (FDD)			
Unit-5:	Software Project Planning		
Software Scope, Resources, Software Project Estimation, Decomposition Techniques, Empirical Estimation Models, COCOMO Model.			
Unit-6:	Software Engineering Practice		
Software Engineering Practice, The Essence of Practice, Core Principles, Communication Practices, Planning Practices, Modeling Practices, Analysis Modeling Principles, Design Modeling Principles			
Reference Books			
1.	Software Engineering 7th Edition R.Pressmen M C Graw Hill		
2.	Software Engineering 7th / 8th Edition IAN Sommerville Pearson Edi		