IN CLASS

Week 1:

1) Designing of "Candy crush saga" in 30 min.
2) I need to learn many stuffs.
3) I can't say that "I don't know this".
4) Start-up's can help you give an excape to the exams.
5) Finally, what is Software engineering?

Week 2:

1) I have learnt the diffrent types of life cycle models
- Life Cycle Models
-(i) Traditional Models(plan-driven)
-(ii) Agile Models\ Agile Manifesto

2) Also learnt about the significance and use of few life cycle models
 Iterative waterfall model-> mostwidely used model
Prototype model-> Suitable for projects
Evolutionary Model -> for large problems

3) I should be able develop a reasonably complex software by the end of the sem else my grades
would be hung up.

4) Learnt a lot about the start-up mentality from Arihant sir.

Week 3:

1)I have learnt about Requirements Engineering, what it is, and what does it mean.
-users in informal world,computers in formal world,link both of them
-Functional requirements(basic, implicit needs in the productand generally expected)
-Cano Model, Requirements Engg(informal world), Design Engg(formal world)

2) What do we need to develop as part of our group project.

3) What I need to develop as part of my individual project.