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SOFTWARE DEVELOPMENT PRACTICES (Theory Course with Laboratory Component)

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OBJECTIVES:

- To discuss the essence of agile development methods.
- To set up and create a GitHub repository.
- To create interactive websites using HTML
- To design interactive websites using CSS.
- To develop dynamic web page using Java script.

UNIT I AGILE SOFTWARE DEVELOPMENT, Git AND GitHub

15

Software Engineering Practices – Waterfall Model - Agility – Agile Process – Extreme Programming - Agile Process Models – Adaptive Software Development – Scrum – Dynamic Systems Development Method – Crystal – Feature Driven Development – Lean Software Development – Agile Modeling – Agile Unified Process – Tool set for Agile Process.

Introduction to Git – Setting up a Git Repository - Recording Changes to the Repository - Viewing the Commit History - Undoing Things - Working with Remotes - Tagging - Git Aliases - Git Branching - Branches in a Nutshell - Basic Branching and Merging - Branch Management - Branching Workflows - Remote Branches - Rebasing.

Introduction to GitHub – Set up and Configuration - Contribution to Projects, Maintaining a Project – Scripting GitHub.

UNIT II HTML 15

Introduction – Web Basics – Multitier Application Architecture – Cline-Side Scripting versus Server-side Scripting – HTML5 – Headings – Linking – Images – Special Characters and Horizontal Rules – Lists – Tables – Forms – Internal Linking – meta Elements – Form input Types – input and datalist Elements – Page-Structure Elements.

UNIT III CSS 15

Inline Styles – Embedded Style Sheets – Conflicting Styles – Linking External Style Sheets – Positioning Elements – Backgrounds – Element Dimensions – Box Model and Text Flow – Media Types and Media Queries – Drop-Down Menus – Text Shadows – Rounded Corners – Color – Box Shadows – Linear Gradients – Radial Gradients – Multiple Background Images – Image Borders – Animations – Transitions and Transformations – Flexible Box Layout Module – Multicolumn Layout.

UNIT IV JAVASCRIPT BASICS

15

Introduction to Scripting – Obtaining user input – Memory Concepts – Arithmetic – Decision Making: Equality and Relational Operators – JavaScript Control Statements – Functions – Program Modules – Programmer-defined functions – Scope rules – functions – Recursion – Arrays – Declaring and Allocating Arrays – References and Reference Parameters – Passing Arrays to Functions – Multidimensional arrays.

UNIT V JAVASCRIPT OBJECTS

15

Objects – Math, String, Date, Boolean and Number, Document Object – Using JSON to Represent objects – DOM: Objects and Collections – Event Handling.

Indicative List of Experiments:

- 1. Form a Team, Decide on a project:
 - a) Create a repository in github for the team.
 - b) Choose and follow a git workflow
 - Each team member can create a StudentName.txt file with contents about themselves and the team project

- Each team member can create a branch, commit the file with a proper commit message and push the branch to remote github repository.
- Team members can now create a Pull request to merge the branch to master branch or main development branch.
- The Pull request can have two reviewers, one peer team member and one faculty. Reviewers can give atleast one comment for Pull Request updation.
- Once pull request is reviewed and merged, the master or main development branch will have files created by all team members.
- 2. Create a web page with atleast three links to different web pages. Each of the web page is to be designed by a team member. Follow Git workflow, pull request and peer reviews.
- 3. Create web pages using the following:
 - o Tables and Lists
 - o Image map
 - o Forms and Form elements
 - o Frames
- 4. Apply Cascading style sheets for the web pages created.
- 5. Form Validation (Date, Email, User name, Password and Number validation) using JavaScript.
- 6. Implement Event Handling in the web pages.
- 7. Mini Projects-Develop any one of the following web applications (not limited to one) using above technologies.
 - a. Online assessment system
 - b. Ticket reservation system
 - c. Online shopping
 - d. Student management system
 - e. Student result management system
 - f. Library management
 - g. Hospital management
 - h. Attendance management system
 - i. Examination automation system
 - j. Web based chat application

TOTAL: 45+30 = 75 PERIODS

OUTCOMES:

At the end of this course, the students will be able to:

CO1: Apply agile development methods in software development practices.

CO2: Set up and create a GitHub repository.

CO3: Develop static and dynamic webpages using HTML.

CO4: Design interactive personal or professional webpages using CSS.

CO5: Develop web pages using Java script with event-handling mechanism.

TEXT BOOKS:

- 1. Roger S. Pressman, "Software Engineering: A Practitioner's Approach", McGraw Hill International Edition, Nineth Edition, 2020.
- 2. Scott Chacon, Ben Straub, "Pro GIT", Apress Publisher, 3rd Edition, 2014.
- 3. Deitel and Deitel and Nieto, "Internet and World Wide Web How to Program", Pearson, 5th Edition, 2018.

REFERENCES:

1. Roman Pichler, "Agile Product Management with Scrum Creating Products that

- Customers Love", Pearson Education, 1 st Edition, 2010.
- 2. Jeffrey C and Jackson, "Web Technologies A Computer Science Perspective", Pearson Education, 2011.
- 3. Stephen Wynkoop and John Burke, "Running a Perfect Website", QUE, 2nd Edition, 1999.
- 4. Chris Bates, "Web Programming Building Intranet Applications", 3rd Edition, Wiley Publications, 2009.
- 5. Gopalan N.P. and Akilandeswari J., "Web Technology", Second Edition, Prentice Hall of India, 2014.
- 6. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003904735_shared/overview
- 7. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0130944214274703362099_shared/overview