**Numerical Methods (Class Lectures)**

1. Bisection   
2. False Position  
3. Newton Raphson  
with their advantages and disadvantages

**Software Engineering & Information System Design (Class Lectures)**

Chapter - 1:  
1.2 Software  
1.3 The Changing Nature of Software - System Software  
  
Chapter - 2:  
2.3 The Capability of Maturity Model Integration  
  
Chapter - 7:  
7.2 Requirements Engineering Tasks  
7.2.2  Elicitation  
7.2.3 Elaboration  
7.2.4 Negotiation  
7.2.5 Specification  
7.2.6 Validation  
7.2.7 Requirements Management  
  
  
**Design Patterns**  
1. Strategy  
2. Singleton  
3. Decorator  
4. Composite  
5. Chain of Responsibility  
6. Bridge  
7. MVC  
8. Null Object  
9. Observer  
10. Template  
11. Factory