Course Code	CSE5xx			
Department				
Course Name	Systems Analysis, Design and Requirements Engineering			
Credits	4			
Course Offered to	PG / UG			
Whether the course is to be counted				
towards M.Tech specialization. If yes,				
please select the specialization towards which it is to be counted				
If the course is to be counted towards				
other B.Tech programs(For Ex if a course with CSE no. satisfies the requirement of				
32 credits of B.Tech ECE program that				
students have to do in last 4 semesters,				
then the drop down answer should be				
ECE)				
Course Description	System analysis, design and requirements engineering course deals with planning the development of software systems through analysing, understanding, specifying and designing the differe components of the software system and how they work together. Software development teams usually solve business problems through analyzing the requirements and designing systems by applying analysis and design techniques. This course deals with the concepts, skills, taxonomies, techniques, theories, and cognitive perspectives essential for the same. Students would understand various theories of software engineering and apply them in analyzing and designing software systems. Requirements derived will be used to develop abstraction of user-centered designs at conceptual level with focus on human psychological (cognitive) aspects. Emphasis is mainly placed on the various software engineering process theories and taxonomies that would help explain and understand (and sometimes predict) how and when an (SE) entity changes and develops.			
	Pre-requi	sites		
Pre-requisite (Mandatory)	Pre-requisite (Desirable)	Pre-requisite(other)		
	Basic understanding of software engineering and management	. , ,		
*Please insert more rows if required		•		
	Post Cond	litions		
CO1	CO2	соз	CO4	COS
Identify and develop key skills required to analyse software	Distinguish between various approaches to systems analysis and design and their strengths and	Develop the ability to gather data to recognize, analyze	Recognize various cognitive limitations	Identifying when, where and how to u
development processes (e.g. identifying key requirements, produce creative UC designs, apply bias mitigation	weaknesses (e.g. traditional waterfall Vs SCI theory)	and specify the requirements of a system and generate designs for a system that can fulfill the requirements.	associated with requirements determination and designs and produce ways to mitigate it.	Agile software development approact like Scrum, Kanban, DevOps.
techniques).				' ' '
	Weekly Lect	ure Plan		
Week Number	Lecture Topic	COs Met	Assignment/Labs/Tutorial	
Week 1	An introduction to software analysis and traditional methods of software development - The need to move away!	CO 1		
WI-0	Modern (empirical) approach to software development / Theories of			
Week 2 Week 3	software development and software design. Same as Week 2	CO1, CO2	Quiz, Assignment	
Week 4	An introduction to various Agile software development approaches.	CO1, CO2	O. S. Janders and S.	
		COS	Quiz, In-class exercise	
Week 5	Software requirements and requirements engineering -	CO1, CO3	Quiz, Assignment	
Week 6	Requirement analyses and user-centered designing. Epistemological	CO3	Quiz, in-class exercise	
Week 7	Understanding creativity in software and software development	CO1, CO3	Quiz, Assignment	
Week 8	Techniques and (in-class) tutorial to improve creativity in software designs	CO3	In-class exercise	
Week 9		CO2, CO5	In-class exercise	
	Introduction (and challenges) to develop software process theories.	LU2, LU3	In-class exercise	
	Human (behavioral and psychological) aspects of software engineering	CO2, CO3	In-class exercise Quiz, Assignment	
Week 10		CO4	Quiz, Assignment	
Week 10 Week 11	Human (behavioral and psychological) aspects of software engineering		Quiz, Assignment Quiz, in-class exerise	
Week 10 Week 11 Week 12	Human (behavioral and psychological) aspects of software engineering Introducing an Empirical Model of Design Student presentations	CO4	Quiz, Assignment Quiz, in-class exerise Report submission	
Week 10 Week 11 Week 12 Week 13	Human (behavioral and psychological) aspects of software engineering Introducing an Empirical Model of Design	CO4	Quiz, Assignment Quiz, in-class exerise	
Week 10 Week 11 Week 12	Human (behavioral and psychological) aspects of software engineering Introducing an Empirical Model of Design Student presentations	CO4	Quiz, Assignment Quiz, in-class exerise Report submission	
Week 10 Week 11 Week 12 Week 13	Human (behavioral and psychological) aspects of software engineering Introducing an Empirical Model of Design Student presentations Student presentations	CO4 CO3, CO4	Quiz, Assignment Quiz, in-class exerise Report submission	
Week 10 Week 11 Week 12 Week 13 **Please insert more rows if required	Human (behavioral and psychological) aspects of software engineering Introducing an Empirical Model of Design Student presentations Student presentations	CO4 CO3, CO4	Quiz, Assignment Quiz, in-class exerise Report submission	
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