BEIT503T SOFTWARE ENGINEERING (Theory Credit: 04)

Teaching Scheme: Examination Scheme:

Theory: T (U): 80 Marks T (I): 20 Marks Lecture: 3 Hours/week Tutorial: 1 Hour/week Duration of University Exam.: 03 Hours

UNITI:

Basics: Introduction to Software Engineering, Software Myths, Software Engineering- A Layered Technology, Software Process Framework, Software Process Models: The Waterfall Model, Incremental Process Models, Evolutionary Process Models, Specialized Process Models, Agile Process Models

UNITHE

Measures Metrics and Indicator, Metrics for process & projects: Software measurement, metrics for software quality, metrics for small organization, Estimation: Software scope and Feasibility, Resources, Software project estimation, Decomposition Techniques, Empirical Estimation Models, Make-buy Decision, Project scheduling

UNITIII:

System Engineering: Hierarchy, Business Process Engineering, Product Engineering, System Modeling, Requirements Engineering: Requirements Analysis, Analysis Modeling Approaches, Data Modeling, Object-Oriented Analysis, Scenario-Based Modeling, Flow-Oriented Modeling, Class-based Modeling, Behavioral Model, Metrics for Analysis Models

UNITIV:

Design Engineering Concepts, Design Model, Pattern-Based Software Design, Architectural Design, Mapping data flow into software architecture, Cohesion, Coupling, User interface analysis and Design, Metrics for Design Models

UNIT V:

Unit Testing, Integration Testing, Validation Testing, System Testing, Art of Debugging, Software Testing Fundamentals, Black-Box Testing, White-Box Testing, Metrics for Source Code, Metrics for Testing & Maintenance

UNIT VI:

Risk Management: Risk strategies, Software risks, Risk identification, Risk refinement, RMMM Quality Management: Quality Concepts, Software Quality Assurance, Software Reviews, Formal Technical Review, Software Reliability, Change Management: Software Configuration Management, SCM Repository, SCM Process, Reengineering: Software reengineering, Reverse Engineering, Restructuring, Forward Engineering

Text Books:

- 1. Software Engineering-A Practitioner's Approach (Sixth Edition) by Roger Pressman
- Software Engineering (Ninth Edition)-Ian Summerville (Pearson)
- Software Engineering for students (4th Edition) Douglas Bell(Pearson)

Reference Books:

- 1. Schaum's Outline of Theory and Problems of Software Engineering by David Gustafson (TMH)
- 2. Software Engineering (Third Edition) by K. K. Aggarwal and Yogesh Singh (New age International Publishers)
- Software Engineering, Theory and Practice(4th Edition)- Pfleeger, Atlee(Pearson)
