

# FAST School of Computing

### SE3002 - Software Quality Engineering

#### **FALL 2025**

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Office Location/Number: C-145 (GF, Block A)
Office Hours: Wednesdays 1130 - 1230
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#### **Course Information**

Program: BS (SE) Credit Hours: 3

**Type:** Core

Pre-requisite: SE1001 Introduction to Software Engineering

Course Website: Google Classroom

Class Meeting Days: Wednesday and Friday

**Class Meeting Time:** 0830 – 0950 (BSE-5A); 1000 – 1120 (BSE-5B)

Class Venue: F-207

#### **Course Objectives**

This course provides a comprehensive coverage of different aspects of software quality assurance (SQA). Apart from the conventional discussion on SQA activities during the project life-cycle (e.g. reviews, testing, etc.), it includes a discussion about pre-project components (e.g. contract review), infrastructure components (e.g. configuration management), and management components (e.g. quality metrics).

## **Course Learning Outcomes (CLOs)**

CLO#	CLO description	BT Cognitive Level	PLO#
CLO 1	Explain different views of quality	2 (Understanding)	PLO 1
CLO 2	<b>Describe</b> the fundamentals of measurement theory	2 (Understanding)	PLO 1
CLO 3	<b>Understand</b> the use of software quality related metrics in Software Quality Engineering	2 (Understanding)	PLO 2
CLO 4	Use quality management tools	3 (Applying)	PLO 5

### **Relevant Program Learning Outcomes (PLOs)**

PLO#	PLO Name	PLO Description
PLO 1	Software Engineering Knowledge	To apply knowledge of mathematics, science, engineering fundamentals and an engineering specialization to the solution of complex Software Engineering problems.
PLO 2	Problem Analysis	Identify, formulate, research literature, and analyze complex computational problems, reaching substantiated conclusions using first principles of mathematics, natural sciences, computing, and Software Engineering.
PLO 5	Modern Tool Usage	Create, select, and apply appropriate techniques, resources and modern Computer-Aided Software Engineering (CASE) tools, including prediction and modelling for complex computing problems.

#### **Reference Material**

- 1. <u>Software Quality Assurance: From Theory to Implementation, Daniel Galin, 1st Edition, Pearson Education, 2004.</u>
- 2. Software Quality Engineering: Testing, Quality Assurance, and Quantifiable Improvement, Jeff Tian, 1st Edition, Wiley-IEEE Computer Society Press, 2005.
- 3. Software Engineering: A Practitioner's Approach, Roger S. Pressman, 6<sup>th</sup> Edition, McGraw-Hill, 2005.
- 4. Software Metrics: A Rigorous & Practical Approach, Norman E. Fenton and Shari Lawrence Pfleeger, 2<sup>nd</sup> Edition, PWS Publishing Company, 1997.

#### **Course Grading (Tentative)**

•	Assignments	10%
•	Quizzes:	10%
•	Project:	10%
•	Midterm Exams:	30%
•	Final Exam:	40%

Absolute grading scheme will be used for this course.

### **Tentative Course Schedule**

S#	Topic	Week(s)	<sup>1</sup> Readings
1	INTRODUCTION AND OVERVIEW	1	[1] Chapter 1
	Definitions of Software, Quality, and Engineering		
	History of SE		
	Role of Software		
	Importance of Software Quality		
2	BASIC SOFTWARE QUALITY CONCEPTS	2	[1] Chapter 2 [3] Chapter 26 (26.1)
	Software Quality		[0] 0.10[100 (_0.1)
	Software Quality Problems & Causes		
	Software Quality Assurance		
	Software Quality Control		
3	SOFTWARE QUALITY FACTORS	2, 3	[1] Chapter 3
	McCall's Factor Model - Operation Factors, Revision Factors, Transition Factors		
	Alternative Factor Models		
4	COMPONENTS OF SQA SYSTEM	3	[1] Chapter 4
	SQA Architecture		
	Pre-project Components		
	Life-cycle Components		
	Infrastructure Components		
	Management Components		
	Standards-related Components		
	Human Components		
	Considerations Affecting Use of SQA System Components		
5	INTEGRATION OF SQA ACTIVITIES	4, 5	[1] Chapter 7
	Software Processes		[3] Chapters 3 & 4
	Factors Affecting Intensity of SQA Activities		

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 $<sup>^{1}\</sup>mbox{Numbers}$  in square brackets correspond to books numbered in the "Reference Material" section.

	Verification, Validation, and Qualification		
	Software Defect Removal Effectiveness and Cost Model		
6	PRE-PROJECT COMPONENTS	5	[1] Chapter 5
	Contract Review		
	MIDTERM EXAM 1	6	
7	REVIEWS	6	[1] Chapter 8
	Formal Technical Reviews (FTRs)		[2] Chapter 14
	Peer Reviews – Inspections and Walkthroughs		[3] Chapter 26 (26.4)
	Expert Opinions		
8A	SOFTWARE TESTING – BASIC CONCEPTS & STRATEGIES	7	[1] Chapter 9 [3] Chapter 13
	Definition and Objectives		
	Unit Testing		
	Integration Testing – Big Bang, Incremental (Bottom-up, Top-down)		
	Validation Testing		
	System Testing		
	Regression Testing		
	Smoke Testing		
	Alpha and Beta Testing		
	UAT		
8B	SOFTWARE TESTING – TEST CLASSIFICATIONS	8	[1] Chapter 9
	W. R. T. Testing Concept – BB, WB		
	W. R. T. Quality Factors – Operation (Correctness, Reliability, Efficiency, Integrity, Usability), Revision (Maintainability, Flexibility, Testability), Transition (Portability, Reusability, Interoperability)		
8C	SOFTWARE TESTING – TECHNIQUES	8, 9, 10	[1] Chapter 9 [3] Chapter 14
	White Box – Code Coverage (Line, Branch, Path), Basis Path Testing (Control Flow Graph, Cyclomatic Complexity), Loop Testing, Condition Testing, Qualification Testing		[o] Onapiel 14

	Black Box – Equivalence Class Partitioning (ECP), Boundary Value Analysis (BVA) Advantages and Disadvantages		
8D	SOFTWARE TESTING – IMPLEMENTATION Testing Process	11, 12	[1] Chapter 10 [3] Chapter 13
	Test Case Design		
	Automated Testing		
	Debugging		
	MIDTERM EXAM 2	12	
8E	SOFTWARE TESTING – OO SOFTWARE	12	[3] Chapters 13 & 14
	Strategies		
	Techniques		
9	SOFTWARE CONFIGURATION MANAGEMENT	13	[1] Chapter 18 [3] Chapter 27
	Terminology		[o] Griaptor 21
	SCM Tasks		
	Change Control		
	Release Management		
10	MEASUREMENT THEORY	13	[4] Chapters 1 and 2
	Importance of Measurement		
	Measurement Scales		
11	SOFTWARE QUALITY METRICS	14	[1] Chapter 21
	Size Metrics		
	Process Metrics		
	Product Metrics		
	Implementation		
	Limitations		
	PROJECT PRESENTATIONS	15, 16	
	ADVANCED TOPICS (May be Covered if Time Permits)		
	Statistical SQA (Six Sigma)		
	Formal Approaches to SQA		

	Test Driven Development	
	FINAL EXAM	

#### **Course Policies**

- 1. Announcements related to different aspects of this course (e.g. lectures, quizzes, exams, etc.) may be posted on Google Classroom. Students are expected to view the Google Classroom Stream regularly.
- 2. All students are expected to attend all lectures from beginning to end. Partial or full absence from a lecture without a valid reason may hamper chances for securing good grades. University's attendance requirements must be met in order to appear in the final exam.
- 3. Exams will be closed-book and closed-notes. Syllabus for the final exam will be comprehensive.
- 4. Students are encouraged to take full advantage of instructor's office hours. Any doubts regarding concepts covered in class or any questions regarding quizzes, projects, etc. may be clarified during office hours. In case a student is not able to make it during office hours, he/she may schedule an appointment with the instructor for another time slot.
- 5. Quizzes may be announced or unannounced. A quiz will usually be about 5 15 minutes long and it may be given anytime during the lecture. Students missing a quiz will NOT be given a make-up quiz.
- 6. Students are encouraged to finish the assigned readings BEFORE the lecture. This is likely to improve lecture comprehension and class participation.
- 7. Students can contest their grades on quizzes, assignments, and project ONLY within a week of the release of grades. Exams will be available for review according to university policies.
- 8. Students are expected to demonstrate the highest degree of moral and ethical conduct. Any student caught cheating, copying, plagiarizing, or using any other unfair means will be strictly dealt-with in accordance with university policies.