Chapter 1

Software engineering ki ,
natural soft
quality of soft,
activity common to soft project,

Chapter 2:

objct orientd procedure,
  paradime, pictorial view,
  variable vs object,
  class variable,
  naming convention of class,
  polymrphism, inheritance,
  superclass,abstruct method,
  java er imprtnt jinshpotro, ,
  overridding,
  dynamic binding,
  java doc interface prgmng style

Chapter 3

server prgrm communicating with two client
prgrms,
threads in a server client system,
ocsf,
types of reuse,
framework,
a framework is a intrinsically incomplete explain
from book ,
  types of framework,
  pictorical view cmnctng,
  activities of servr and client,

thin and fat client,advantages of client amd server   system,
 sending and receiving messages in java,
   how to use ocsf,
   using abstract client,
   risk when developing reusing technology,
   instant messaging application
chapter-4
   beneft of domain analysis,
   definng scope,
   types of requirement,
     use case diagram (use case , dia gram ,how to
     describe single use case) ,
     generalization,
   inclusion,
     extension,
   user storage vs use case,observation,interviewing,
   brainstorming,
   key qualities of requirements,
   managing changing requirement,