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| 13CS2204 | - | SOFTWARE ENGINEERING |

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| Hours / Week | : | 4 |  | Sessional Marks | : | 40 |
| Credits | : | 4 |  | End Examination Marks | : | 60 |

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| **UNIT – I** |
| **Introduction to Software Engineering**: Software evolution, Legacy software, Software myths. **A Generic View of Process**: Software engineering layers, Process frame work, Capability Maturity Model Integration (CMMI), Process patterns, and assessment, Personal software process (PSP), Team software process (TSP) models. **Process Models:** Prescriptive models, Waterfall model, Incremental model, RAD model, Spiral model, Concurrent development model, Formal methods model, Unified process. |
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| **UNIT – II** |
| **Software Engineering Practice**: Principles, Communication practices, Planning practices, Analysis modeling principles, Design modeling principles, Coding principle and practice, Testing principles, Deployment. **Requirements Engineering**: Requirements engineering tasks, Initiation, Eliciting requirements, developing use-cases, Building the analysis model, Negotiating and validating requirements. |
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| **UNIT – III** |
| **Building the Analysis Model**: Requirements analysis, Analysis modeling approaches, Data modeling concepts, Object-oriented analysis, Scenario-based modeling, Flow-oriented modeling, Class-based modeling, Creating a behavioral model. **Design Engineering**: Design process, Design quality, Design concepts, Design model, Pattern-based software design. |
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| **UNIT – IV** |
| **Creating an Architectural Design**: Software architecture, Data design, Architectural styles and patterns, Architectural design, Assessing alternative architectural designs, Mapping data flow into a software architecture. **Modeling Component-level Design**: Nature of component, Designing class-based components, Conducting component level design, Object constraint language, Designing conventional components. |
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| **UNIT – V** |
| **Testing strategies**: A strategic approach to software testing, Test strategies for conventional software, Test strategies for object-oriented software, Validation testing, System testing, Art of debugging. **Testing Tactics**: Software testing fundamentals, Black-box and white-box testing, Basis path testing, Control structure testing, Object-oriented testing methods, Class level testing methods, Testing patterns. |
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| TEXT BOOKS |
| 1. Pressman R S, Software Engineering-A Practitioner’s Approach, 6th edition, McGraw-Hill, 2005.
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| REFERENCE BOOKS |
| 1. Sommerville I, Software Engineering, 5th edition, Pearson Education, 1996.
2. Jawadekar W S, Software Engineering – Principles and Practice, Tata McGraw-Hill, 2004.
3. Behforooz A, and Hudson F J, Software Engineering Fundamentals, Oxford University Press, 1996
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