

B. Sc. (Information Technology)		Semester – IV	
Course Name: Software Engineering		Course Code: USIT404	
Periods per week (1 Period is 50 minutes)		5	
Credits		2	
		Hours	Marks
Evaluation System	Theory Examination	2½	75
	Internal	--	25

Unit	Details	Lectures
I	<p>Introduction: What is software engineering? Software Development Life Cycle, Requirements Analysis, Software Design, Coding, Testing, Maintenance etc.</p> <p>Software Requirements: Functional and Non-functional requirements, User Requirements, System Requirements, Interface Specification, Documentation of the software requirements.</p> <p>Software Processes: Process and Project, Component Software Processes.</p> <p>Software Development Process Models.</p> <ul style="list-style-type: none"> • Waterfall Model. • Prototyping. • Iterative Development. • Rational Unified Process. • The RAD Model • Time boxing Model. <p>Agile software development: Agile methods, Plan-driven and agile development, Extreme programming, Agile project management, Scaling agile methods.</p>	12
II	<p>Socio-technical system: Essential characteristics of socio technical systems, Emergent System Properties, Systems Engineering, Components of system such as organization, people and computers, Dealing Legacy Systems.</p> <p>Critical system: Types of critical system, A simple safety critical system, Dependability of a system, Availability and Reliability, Safety and Security of Software systems.</p> <p>Requirements Engineering Processes: Feasibility study, Requirements elicitation and analysis, Requirements Validations, Requirements Management.</p> <p>System Models: Models and its types, Context Models, Behavioural Models, Data Models, Object Models, Structured Methods.</p>	12
III	<p>Architectural Design: Architectural Design Decisions, System Organisation, Modular Decomposition Styles, Control Styles, Reference Architectures.</p>	12

	<p>User Interface Design: Need of UI design, Design issues, The UI design Process, User analysis, User Interface Prototyping, Interface Evaluation.</p> <p>Project Management Software Project Management, Management activities, Project Planning, Project Scheduling, Risk Management.</p> <p>Quality Management: Process and Product Quality, Quality assurance and Standards, Quality Planning, Quality Control, Software Measurement and Metrics.</p>	
IV	<p>Verification and Validation: Planning Verification and Validation, Software Inspections, Automated Static Analysis, Verification and Formal Methods. Software Testing: System Testing, Component Testing, Test Case Design, Test Automation.</p> <p>Software Measurement: Size-Oriented Metrics, Function-Oriented Metrics, Extended Function Point Metrics</p> <p>Software Cost Estimation: Software Productivity, Estimation Techniques, Algorithmic Cost Modelling, Project Duration and Staffing</p>	12
V	<p>Process Improvement: Process and product quality, Process Classification, Process Measurement, Process Analysis and Modeling, Process Change, The CMMI Process Improvement Framework.</p> <p>Service Oriented Software Engineering: Services as reusable components, Service Engineering, Software Development with Services.</p> <p>Software reuse: The reuse landscape, Application frameworks, Software product lines, COTS product reuse.</p> <p>Distributed software engineering: Distributed systems issues, Client–server computing, Architectural patterns for distributed systems, Software as a service</p>	12

Books and References:					
Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Software Engineering, edition,	Ian Somerville	Pearson Education.	Ninth	
2.	Software Engineering	Pankaj Jalote	Narosa Publication		
3.	Software engineering, a practitioner's approach	Roger Pressman	Tata Mcgraw-hill	Seventh	
4.	Software Engineering principles and practice	WS Jawadekar	Tata Mcgraw-hill		
5.	Software Engineering- A Concise Study	S.A Kelkar	PHI India.		

6.	Software Engineering Concept and Applications	Subhajit Datta	Oxford Higher Education		
7.	Software Design	D.Budgen	Pearson education	2nd	
8.	Software Engineering	KL James	PHI	EEE	2009