# NIRMA UNIVERSITY Institute of Technology B.Tech. Computer Science and Engineering Semester – V

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Course Code	2CS504	
Course Title	Software Engineering	

### **Course Outcomes:**

At the end of the course, students will be able to -

- 1. explain various phases of software development lifecycle
- 2. analyse and document the requirement specifications for a software project
- 3. develop the process model using standard tools and methodologies
- implement a quality software project through effective team-building, planning, scheduling and risk assessment.

Syllabus	Teaching Hours: 45
Unit I Introduction: Introduction to Software Engineering, Defining Software, Changing Nature of Software, attributes of a good Software, Software Product, Software Development Life Cycle, Software Processes, Software Engineering Practices, Software Myths	5
Unit II Software Process Models: Generic Process Model (Defining Framework Activity, Identifying Task Set), Process Assessment & Improvement, Waterfall Process Model, Incremental Process Model, Spiral Process Model, Prototyping Software Process Model, Evolutionary Process Model, Component Based Process Model, Introduction to basic concepts of Agile Software Development	7
Unit III  Project Management Concepts: Management activities, Project Planning, Project Scheduling, Risk analysis and Management, Reactive vs. Proactive Risk Strategies, Software Risks, Risk Identification, Risk Projection, Risk Refinement Risk Mitigation, Monitoring and Management.	6
Unit IV Software requirement engineering: Software Requirements, Requirement Engineering, Extraction and Specification, Feasibility Study, Requirements Modelling, Object Oriented Analysis.	7
Unit V  Design Concepts: Object oriented design, Architectural Design, Component level Design, User Interface Design, Distributed Systems Architecture, Real Time Software Design, User Interface Design, Pattern Based Design  Co. V. C. V. V. C. V. V. C. V. C. V. C. V. V. C. V. V. C. V. C. V. V. V. C. V.	6
<b>Coding:</b> Top-down and bottom-up, structured programming, information hiding, programming style, and internal documentation.	

### Unit VI

Software Process &Metrics: Metrics in the Process and Project Domains: Process metrics, project metrics, Software Measurement Metrics for Software Quality

Unit VII

**Software Testing:** Unit testing, integration testing, black box and white box testing, regression testing, performance testing, object-oriented testing.

Verification and validation of Software: Software Inspections and Audit, Automated Analysis, Critical systems validation Software Quality Assurance, Quality Standards, Quality Planning and Control, Various Quality models.

Software configuration management: Software Configuration Items repository, SCM process, Version Control, Change Management

### Self-Study:

Aspect Oriented Software Development, Unified Process Model, Computer Aided Software Engineering & its Tools, Software Maintenance & Reengineering

## Laboratory Work:

Laboratory work will be based on the above syllabus with minimum 10 experiments to be incorporated.

# Suggested Readings^:

- 1. Ian Sommerville, Software Engineering, Addison Wesley
- Roger Pressman, Software Engineering A Practitioner's Approach, McGraw Hill Publication
- 3. Rajib Mall, Fundamentals of Software Engineering, Prentice Hall of India
- 4. Ivar Jacobson, Object Oriented Software Engineering A use case Approach, Pearson

## L=Lecture, T=Tutorial, P=Practical, C=Credit

^this is not an exhaustive list