SOFTWARE ENGINEERING
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)
SEMESTER – IV

Subject Code	17CS45		
Number of Lecture Hours/Week	04	IA Marks	40
Total Number of Lecture Hours	50	Exam Marks	60
		Exam Hours	03
Module 1	**CREDITS – 04**		

	Teaching Hours
Introduction: Software Crisis, Need for Software Engineering. Professional Software Development, Software Engineering Ethics. Case Studies. **Software Processes**: Models: Waterfall Model (Sec 2.1.1), Incremental Model (Sec 2.1.2) and Spiral Model (Sec 2.1.3). Process activities. **Requirements Engineering**: Requirements Engineering Processes (Chap 4). Requirements Elicitation and Analysis (Sec 4.5). Functional and non-functional requirements (Sec 4.1). The software Requirements Document (Sec 4.2). Requirements Specification (Sec 4.3). Requirements validation (Sec 4.6). Requirements Management (Sec 4.7).	12 Hours
Module 2	
System Models: Context models (Sec 5.1). Interaction models (Sec 5.2). Structural models (Sec 5.3). Behavioral models (Sec 5.4). Model-driven engineering (Sec 5.5). **Design and Implementation**: Introduction to RUP (Sec 2.4), Design Principles (Chap 17). Object-oriented design using the UML (Sec 7.1). Design patterns (Sec 7.2). Implementation issues (Sec 7.3). Open source development (Sec 7.4).	11 Hours
Module 3	
Software Testing: Development testing (Sec 8.1), Test-driven development (Sec 8.2), Release testing (Sec 8.3), User testing (Sec 8.4). Test Automation (Page no 42, 70,212, 231,444,695). **Software Evolution**: Evolution processes (Sec 9.1). Program evolution dynamics (Sec 9.2). Software maintenance (Sec 9.3). Legacy system management (Sec 9.4).	9 Hours
Module 4	
Project Planning: Software pricing (Sec 23.1). Plan-driven development (Sec 23.2). Project scheduling (Sec 23.3): Estimation techniques (Sec 23.5). **Quality management**: Software quality (Sec 24.1). Reviews and inspections (Sec 24.3). Software measurement and metrics (Sec 24.4). Software standards (Sec 24.2)	10 Hours
Module 5	
Agile Software Development: Coping with Change (Sec 2.3), The Agile Manifesto: Values and Principles. Agile methods: SCRUM (Ref "**The SCRUM Primer, Ver 2.0**") and Extreme Programming (Sec 3.3). Plan-driven and agile development (Sec 3.2). Agile project management (Sec 3.4), Scaling agile methods (Sec 3.5):	8 Hours

Course Outcomes: After studying this course, students will be able to:

- Design a software system, component, or process to meet desired needs within realistic constraints.
- Assess professional and ethical responsibility
- Function on multi-disciplinary teams
- Make use of techniques, skills, and modern engineering tools necessary for engineering

practice
- Comprehend software systems or parts of software systems.

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012.
(Listed topics only from Chapters 1,2,3,4, 5, 7, 8, 9, 23, and 24)
2. The SCRUM Primer, Ver 2.0, http://www.goodagile.com/scrumprimer/scrumprimer20.pdf

Reference Books:

1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill.
2. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India

Web Reference for eBooks on Agile:

1. http://agilemanifesto.org/
2. http://www.jamesshore.com/Agile-Book/