Course Title: **Software Engineering (3 Cr.)**
Course Code: **CACS253**
Year/Semester: **II/IV**
Class Load: **4 Hrs. / Week (Theory: 3 Hrs, Tutorial: 1)**

Course Description

This course includes the topics that provide fundamental concept and standard of software engineering so that students will be able to develop software and/or handle software project using the global standard of software.

Course Objectives

This Course is designed to provide the students with the basic competencies required to identify requirements, documents the system design and maintain a developed system. It presumes a general understanding of computers and programming which are covered in the first and second semester of the degree.

Course Contents

Unit 1 Introduction   4 Hrs.

Definition of Software, Type of Software, Characteristic of Software, Attributes of Good Software, Definition of Software Engineering, Software Engineering Costs, Key Challenges that Software Engineering Facing, System Engineering and Software Engineering, Professional Practice.

Unit 2 Software Development Process Model   8 Hrs.

Software Process, Software Process Model: The Waterfall Model, Evolutionary Development, Component-Based Software Engineering (CBSE); Process Iteration: Incremental Delivery, Spiral Development; Rapid Software Development: Agile Methods, Extreme Programming, Rapid Application Development, Software Prototyping; Rational Unified Process (RUP), Computer Aided Software Engineering (CASE): Overview of CASE Approach, Classification of CASE tools.

Unit 3 Software Requirement Analysis and Specification   10 Hrs.

System and Software Requirements, Type of Software Requirements: Functional and Non-Functional Requirements, Domain Requirements, User Requirements; Elicitation and Analysis of Requirements: Overview of Techniques, View Points, Interviewing, Scenarios, Use-Case, Ethnography, Requirement Validation, Requirement Specification, Feasibility.

Unit 4 Software Design   10 hrs.

Design Concept: Abstraction, Architecture, Patterns, Modularity: Cohesion, Coupling; Information Hiding, Functional Independence, Refinement; Architectural Design: Repository Model, Client Server Model, Layered Model, Modular Decomposition; Procedural Design Using Structured Methods, User

Interface Design: Human-Computer Interaction, Information Presentation, Interface Evaluation; Design Notation.

Unit 5 Coding   2 Hrs.

Programming Language and Development Tools, Selecting Languages and Tools, Good Programming Practices

Unit 6 Software Testing and Quality Assurance   6 Hrs.

Verification and Validation, Techniques of Testing: Black-box and White-box Testing, Inspections; Level of Testing: Unit Testing, Integration Testing, Interface Testing, System Testing, Alpha and Beta Testing, Regression Testing; Design of Test Cases, Quality Management Activities, Product and Process Quality, Standards: ISO9000, Capability Maturity Model (CMM);

Unit 7 Software Maintenance   3 Hrs.

Evolving Nature of Software, Different Types of Maintenance: Fault Repair, Software Adaptation, Functionality Addition or Modification; Maintenance Prediction, Re-Engineering, Configuration Management (CM): Importance of CM, Configuration Items, Versioning;

Unit 8 Managing Software Projects   2 Hrs.

Needs for the Proper Management of Software Projects, Management Activities: Project Planning, Estimating Costs, Project Scheduling, Risk Management, Managing People;

Teaching Methods

The general teaching pedagogy includes class lectures, group discussions, case studies, guest lectures, research work, project work, assignments (theoretical and practical), and examinations (written and verbal), depending upon the nature of the topics. The teaching faculty will determine the choice of teaching pedagogy as per the need of the topics.

Evaluation

Examination Scheme				
Internal Assessment		External Assessment		Total
Theory	Practical	Theory	Practical	
40	-	60 (3 Hrs.)	-	100