

## LESSON PLAN

Semester: 6th		Year: 2025	Course:B.Tech
Branch : CSE		Sub:SOFTWARE ENGINEERING	Total Credit:3
		Sub Code : : RCS6C001	
Name of the Faculty:		SANJUKTA URMA	
Designation :		Lecturer	
Department :		Computer Science & Engineering	
Session		2024-25	
Recommended Books		<u>Text book:</u>	
		1. “Computer Organization and Design: The Hardware/Software Interface”, 5th Edition by David A. Patterson and John L. Hennessy, Elsevier.	
		2• “Computer Organization and Embedded Systems”, 6th Edition by CarlHamacher, McGraw Hill Higher Education.	
		Reference Books:	
		1. “Computer Organization and Design: The Hardware/Software Interface”, 5th Edition by David A. Patterson and John L. Hennessy, Elsevier. 2. Computer Organization and Embedded Systems”, 6th Edition by CarlHamacher, McGraw Hill Higher Education	
Sl. No.	Lecture No.	Topics to be covered	No. of Classes
MODULE-1			
1	Lecture-01	Software Product, Software crisis	8
2	Lecture-02	Handling complexity through Abstraction and Decomposition	
3	Lecture-03	Overview of software development activities, Process Models	
4	Lecture-04	Cloud computing Reference model	
5	Lecture-05	Classical waterfall model, iterative waterfall model,	
6	Lecture-06	prototyping mode, evolutionary model,	
7	Lecture-07	spiral model, RAD model,	
8	Lecture-08	Agile models: Extreme Programming, and Scrum.	
MODULE-2			
9	Lecture-09	Requirement Gathering and Analysis, Functional and	
10	Lecture-10	Non-functional requirements,	
11	Lecture-11	Software Requirement Specification (SRS), IEEE 830 guidelines	
12	Lecture-12	Decision tables and trees.	

13	Lecture-13	Structured Analysis & Design: Overview of design process	11
14	Lecture-14	High-level and detailed design, Cohesion and coupling,	
15	Lecture-15	Modularity and layering, Function–Oriented software design: Structured Analysis using DFD Structured Design using Structure Chart,	
16	Lecture-16	Basic concepts of Object Oriented Analysis & Design.	
17	Lecture-17	User interface design	
18	Lecture-18	Command language,	
19	Lecture-19	menu and iconic interfaces	
MODULE-3			
20	Lecture-20	Coding and Software Testing Techniques: Coding,	8
21	Lecture-21	Code Review, Testing: -Unit testing,	
22	Lecture-22	Black-box Testing, White-box testing,	
23	Lecture-23	Cyclomate complexity measure, coverage analysis	
24	Lecture-24	mutation testing, Debugging techniques,	
25	Lecture-25	Integration testing, System testing	
26	Lecture-26	Regression testing,Testing under Control	
27	Lecture-27	Software Reliability and Software	
MODULE-4			
28	Lecture-28	Basic concepts in software reliability,	11
29	Lecture-29	reliability measures, reliability growth	
30	Lecture-30	modeling,	
31	Lecture-31	Characteristics of software maintenance,	
32	Lecture-32	software reverse engineering,	
33	Lecture-33	software reengineering,	
34	Lecture-34	software reuse.	
35	Lecture-35	Emerging Topics: Client-Server Software	
36	Lecture-36	Engineering	
37	Lecture-37	Service-oriented Architecture (SOA)	
38	Lecture-38	Software as a Service (SaaS)	

Signature of Faculty Member

Signaturer Of HOD

PRINCIPAL