SOFTWARE ENGINEERING
Instruction 4 Periods per week
Duration of University Examination 3 Hours
University Examination 75 Marks
Sessional 25 Marks

UNIT -I
Introduction to Software Engineering:

UNIT-II

UNIT-III
Building the Analysis Model: Requirements Analysis Modeling approaches, Data modeling concepts, Object oriented analysis, Scenario based modeling, Flow oriented modeling, Class-based modeling, Creating a Behavioral Modeling.

UNIT-IV
UNIT-V

Testing Strategies: A Strategic approach to software testing, strategic issues, test strategies for O-O software, validation testing, system testing, art of debugging.

Testing Tactics: Software Testing Fundamentals, Black-Box and white box Testing, basis path testing, Control Structure Testing, O-O Testing methods, Testing Methods applicable on the class level, inter class Test case design, Testing for Specialized environments, architectures and applications, Testing Patterns.


Suggested Reading: