AND THE OF TECHNOLOGY		National Institute of Technology Meghalaya  An Institute of National Importance													CURRICULUM		
Programme Master of Computer Applications									Year of Regulation				2024-25				
Depart	tment	nt Computer Science and Engineering										Semes	ster		III		
Course	•	Course Name Pre-						Poguicito			Structure			Marks Distribution			
Code							PIE	-Requisite	L	Т	Р	С	INT	MID	END	Total	
CA501		Software Engineering							3	0	0	3	50	50	100	200	
										CO's		State			Bloom's	Taxonor	
	1	To introduce the Software Development life cycles Models  CA501.1  Able to identify, formulate, and so complex engineering problems											Greate				
Course		To analyse the software requirements							Course Outcomes	CA501.2	responsibilities in engineering si			Understand Understand			
bjective		To introduce various design methods for software Development								CA501.3	implement, apply, and maintain so systems			alidate, oftware	Create		
	Т	To develop an ability and skill to test software systems								CA501.4	Able to develop software in one or significant application domain			or more	Create		
000		Mapping with Program Outcomes (								s)				Map	pping with PSOs		
COs	F	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO	
CA501.		2												1	1		
CA501.2		2	1	1	1				1			1	1	2	1	1	
CA501.		1	1	1	1								1	1	1	1	
CA501.4	4	1	1	1	1					1		1	1	1	1	1	
CA501	1	1.50	1.00	1.00	1.00				1.00	1.00		1.00	1.00	1.25	1.00	1.00	
1-							0		LLABUS					11		20-	
lo.		Content										Hours	COs CA501.1				
	Introduction Software process - software development life cycle models.											04					
II	Software Requirement and Analysis Techniques: feasibility analysis, requirements elicitation, validation, rapid prototyping, OO paradigms vs. structured paradigm - OO analysis. Case Study: Analyzing and documenting requirements for any software application.												06	CA501.2 CA501.4			
III	Software Specific behave compared to the second sec	Software Specifications Specification document, specification qualities, uses, system modelling: context, interaction, structural, pehavioural, DFD, specification techniques using UML, ER diagrams, logic, algebraic specifications: comparison of various techniques, formal specifications – model checking, introduction to binary decision													CA501.2 CA501.3		
IV	Objec Introd intera	diagrams. Case Study: Designing the architecture for an e-commerce platform.  Object Oriented Methodology  Introduction to objects, relationships, unified approach to modelling, use-case modelling, activity, state and interaction diagrams, classification approaches, cohesion, coupling, reuse. Case studies - object oriented paradigm, software design: architectural - distributed - data oriented design & object oriented design - real-												10	CA501.2 CA501.3		

CA501.1

CA501.4

CA501.3 CA501.4

04

06

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## **Essential Readings**

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time systems design techniques.

**Software Testing & Evolution** 

**Stepwise Refinement** 

- 1. Roger S Pressman: "Software Engineering A Practitioner's Approach", 7<sup>th</sup> Edition, McGraw-Hill, 2009.
- 2. Rajib Mall, "Fundamentals of Software Engineering", 5<sup>th</sup> Edition, PHI, 2018.

Stepwise refinement, software versions and configuration control.

3. Ian Sommerville: "Software Engineering". 10th Edition, Pearson Education, 2017.

## **Supplementary Readings**

- 1. S.L. Pfleeger, Software Engineering Theory and Practice, 2<sup>nd</sup> Edition, Pearson Education, 2015.
- 2. Paul Ammann, and Jeff Offutt, "Introduction to Software Testing", 2<sup>nd</sup> Edition, Cambridge University Press, 2016.

Verification & validation – non-execution based testing – software inspections, code reviews, code

based testing – module test-case selection, testing process: black-box, white-box, unit, integration. Case Study: Developing test cases and conducting quality assurance for any software application.

walkthroughs- automated static analysis - Clean room software development - quality issues - execution

**Total Hours** 

3. Eric Gamma, "Design Patterns: Elements of Reusable Object-Oriented Software", 1st Edition, Addison-Wesley Longman Publishing, 1995.