

LESSON PLAN

Contact Hour (Cumulative)	Unit No.	Topic	Teaching(*) Methodology	Rem
(1).	I	Introduction to software engineering	BB	
(1).		The Nature of S/W	BB	
(2).		The unique nature of software	BB	
(2)		S/W engineering	PPT	
(3)		S/W Process	PPT	
(3)		S/W engineering Practice	PPT	
(4)		S/W myths A Generic Process Model	PPT	
(5)		Process Assessment & Improvement	PPT	
(7)		Perspective Process Models	"	
(9)		Specialized Process Model	"	
(10)		The Unified Process Model Personal & Team Process Models	"	
(11)		Process Technology	"	
(12)	II	Agility Introduction	BB	
(13)		Agility & Cost of change	"	
(14)		Agile Process Extreme Programming (XP)	"	
(15)		Other Agile Process models	"	
(16)		A tool set for Agile Process	"	
(17)		S/W engineering Knowledge	"	
(18)		Core Principles.	"	
(18)		Principles that guide each development activity.	"	
(19)		Requirements engineering	"	

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(19)		establishing the grand work	BB	
(20)		Eliciting Requirements	"	
(20)		Developing usecases	"	
(21)		Building the Requirements Model	"	
(21)		negotiating requirements	"	
(22)		Validating requirements	"	
(23)	III	Requirement Analysis	"	
(24)		Scenario based Modeling	"	
(25)		UML Models that supplement the use case	"	
(26)		Data Modeling Concepts.	"	
(27)		Class Based Modeling	"	
(28)		Requirements Modeling Strategies	"	
(29)		Flow oriented Modeling.	"	
(29)		Creating a Behavioral Model	"	
(30)		Patterns for requirements Modeling.	"	
(31)		Requirements for Modeling for webapps	"	
(32)	IV	Design within Context of SW engineering	"	
(33)		The Design Process	"	
(33)		Design Concepts.	"	
(34)		The design Model	"	

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(34)		S/W Architecture Architectural generators	BB	
(35)		Architectural Styles Assessing alternative architectural design	"	
(35)		Architectural Mapping using data flow	"	
(36)		Components designing class based components	"	
(36)		Conducting Component level design	"	
(37)		Component level design for webapps	"	
(38)		Designing traditional components	"	
(38)		Component based development	"	
(39)	V	The golden rules.	"	
(40)		UI analysis & design	"	
(41)		Interface analysis, Interface design steps	"	
(42)		webapp Interface design.	"	
(43)		Design evaluation elements & S/W quality assurance	"	
(44)		SQA tasks.	"	
(45)		Goals & metrics	"	
(46)		Statistical SQA	"	
(46)		S/W reliability	"	
(47)	VI	A strategic approach to S/W testing.	"	
(47)		Strategic issues.	"	
(48)		Test strategies for conventional S/W	"	

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