

**Lesson Plan**

**Name of Faculty :** Anju Godara, Assistant Professor  
**Discipline :** Computer Science & Engineering  
**Semester :** 4th  
**Subject :** Principle of Software Engineering  
**Lesson Plan Duration :** 15 weeks (from Jan, 2024 to June, 2024)

**Work Load (Lecture ✓ Practical) per week (in hours): Lectures 03 hours**

Lecture Day	Topic (Including Assignment/Test)	Theory	
		Date	Topic covered Date and Remarks HOD
1	Introduction to software and software engineering		
2	The Process, Phases of software development		
3	Software engineering paradigms, software characteristics		
4	Role of software engineer and software project manager		
5	Software project management plan		
6	Metrics for project size estimation		
7	Software cost estimation, Project scheduling		
8	Personnel planning, Organisational and Team structure		
9	Requirement engineering process		
10	Software requirements		
11	Guidelines for software requirements		
12	Software requirement specification		
13	Characteristics of SRS		
14	Structure of SRS		
15	Structure analysis		
16	Tools of structure analysis-Data flow diagram, Decision table		
17	Decision tree, data dictionary		
18	Structured charts, object oriented analysis		
19	Data modelling, Behavioural modelling		
20	Software configuration management		
21	Software risk		
22	Risk management		
23	Software design fundamentals		
24	Design principles(structured design and object oriented design)		
1 <sup>st</sup> Minor Test			
25	Design documentation		
26	User interface design		
27	Coding standard and guidelines		
28	Code verification techniques		
29	Code documentation		
30	Computer aided software engineering(CASE) tools		
31	Characteristics and Advantages of CASE tools		
32	Testing fundamentals		
33	Test Plan and Test Case design		
34	Levels of software testing- Unit testing		
35	Integration testing-Top down integration, Bottom up integration		
36	Regression Testing, smoke testing		
37	System testing- recovery testing, Security testing, Stresstesting		
38	Performance testing, acceptance testing		
39	Alpha Testing, Beta testing		
40	Testing techniques-White box testing		
41	Black Box Testing		
42	Software quality concepts		
43	ISO9126, McCall's quality factors		
44	SQA, SQA activities		
45	Software reviews- review process, Walkthroughs		
46	Formal technical review(FTR)		
47	Detect application model		
48	ISO 9000 quality standards		
2nd Minor Test			
49	Capability maturity model (CMM)		
50	Software reliability		
51	Software maintenance		
52	Software re-engineering		