

# IT 224: Software Engineering

*Credits: 3*

*Lecture Hours: 48*

## Course Objectives

This module aims to introduce students with problems in large-scale software production. It should be associated with laboratory experiments to augment the concepts taught in the class.

## Course Description

Introduction, software processes, Agile Software development, Requirements Engineering, System modeling, Architectural Design, Design and Implementation, Software testing, Software evolution, Sociotechnical Systems, Dependability and Security, Dependability and Security Specifications

## Course Details

### Unit 1: Introduction

**LH 3**

- Professional software development
- Software engineering ethics
- Case studies

### Unit 2: Software processes

**LH 3**

- Software process models
- Process activities
- Coping with change
- The rational unified process

### Unit 3: Agile Software development

**LH 5**

- Agile methods
- Plan-driven and agile development
- Extreme programming
- Agile project management
- Scaling agile methods

### Unit 4: Requirements engineering

**LH 5**

- Functional and non-functional requirements
- The software requirements document
- Requirements specification
- Requirements engineering processes
- Requirements elicitation and analysis
- Requirements validation
- Requirements management

### Unit 5: System modeling

**LH 4**

- Context models
- Interaction models
- Structural models
- Behavioral models

- Model-driven engineering

<b>Unit 6: Architectural design</b>	<b>LH 5</b>
<ul style="list-style-type: none"> <li>• Architectural design decisions</li> <li>• Architectural views</li> <li>• Architectural patterns</li> <li>• Architectural architectures</li> </ul>	
<b>Unit 7: Design and implementation</b>	<b>LH 6</b>
<ul style="list-style-type: none"> <li>• Object oriented design using the UML</li> <li>• Design patterns</li> <li>• Implementation issues</li> <li>• Open source development</li> </ul>	
<b>Unit 8: Software testing</b>	<b>LH 4</b>
<ul style="list-style-type: none"> <li>• Development testing</li> <li>• Test-driven development</li> <li>• Release testing</li> <li>• User testing</li> </ul>	
<b>Unit 9: Software evolution</b>	<b>LH 3</b>
<ul style="list-style-type: none"> <li>• Evolution processes</li> <li>• Program evolution dynamics</li> <li>• Software maintenance</li> <li>• Legacy system management</li> </ul>	
<b>Unit 10: Sociotechnical systems</b>	<b>LH 3</b>
<ul style="list-style-type: none"> <li>• Complex systems</li> <li>• Systems engineering</li> <li>• System procurement</li> <li>• System development</li> <li>• System operation</li> </ul>	
<b>Unit 11: Dependability and security</b>	<b>LH 3</b>
<ul style="list-style-type: none"> <li>• Dependability properties</li> <li>• Availability and reliability</li> <li>• Safety</li> <li>• Security</li> </ul>	
<b>Unit 12: Dependability and security specifications</b>	<b>LH 4</b>
<ul style="list-style-type: none"> <li>• Risk-driven requirements specification</li> <li>• Safety specification</li> <li>• Reliability specification</li> <li>• Security specification</li> <li>• Formal specification</li> </ul>	

#### **Text Book**

Software engineering, Ian Sommerville, ninth edition

#### **References**

A software engineering approach to labVIEW, Jon Conway

Software engineering: A Practitioner's Approach, Roger Pressman

Software Engineering Best Practices: lessons from successful Projects in the top companies, Capers Jones