# PVP SIDDHARTHA INSTITUTE OF TEHNOLOGY, KANURU, VIJAYAWADA (AUTONOMOUS) INFORMATION TECHNOLOGY

### SOFTWARE ENGINEERING LAB

| Course Code                       | 20IT3351 | Year                       | II    | Semester      | I   |
|-----------------------------------|----------|----------------------------|-------|---------------|-----|
| <b>Course Category</b>            | PC Lab   | Branch                     | IT    | Course Type   | Lab |
| Credits                           | 1.5      | L-T-P                      | 0-0-3 | Prerequisites |     |
| Continuous Internal<br>Evaluation | 15       | Semester End<br>Evaluation | 35    | Total Marks   | 50  |

|         | Course Outcomes                                                                         |    |  |  |  |  |  |
|---------|-----------------------------------------------------------------------------------------|----|--|--|--|--|--|
| Upon su | Upon successful completion of the course, the student will be able                      |    |  |  |  |  |  |
| CO1     | To demonstrate requirement gathering techniques to analyze the problem and prepare SRS. | L4 |  |  |  |  |  |
| CO2     | To investigate a real-world problem using modern modelling tools.                       | L3 |  |  |  |  |  |
| CO3     | To estimate the cost, size, effort on a defined problem.                                | L3 |  |  |  |  |  |
| CO4     | To formulate test cases based on requirements and design and performing testing.        | L3 |  |  |  |  |  |

| CO/<br>PO | PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO10 | P011 | PO12 | PSO1 | PSO2 |
|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|------|------|
| CO1       | 3   | 3   |     |     |     |     |     |     | 3   | 3    |      |      | 3    | 3    |
| CO2       | 3   |     | 3   |     | 3   |     |     |     | 3   | 3    |      |      | 3    | 3    |
| CO3       | 3   | 3   |     |     |     |     |     |     | 3   | 3    |      |      | 3    | 3    |
| CO4       | 3   |     |     |     | 3   |     |     |     | 3   | 3    |      |      | 3    | 3    |

#### **Course Content**

For the below scenarios apply the experiments:

Case Study 1: Banking System
Case Study 2: Business Application

| Expt.<br>No. | Contents                                                                  | Mapped<br>CO |
|--------------|---------------------------------------------------------------------------|--------------|
| 1            | Performing Problem Analysis.                                              | CO1          |
| 2            | Do the Requirement Analysis and Prepare SRS.                              | CO1          |
| 3            | Identification of actors, use cases and construction of use case diagram. | CO2          |
| 4            | Identification of classes, attributes and relationships of classes.       | CO2          |
| 5            | Construction of class diagram.                                            | CO2          |
| 6            | Using COCOMO model estimate effort.                                       | CO3          |
| 7            | Calculate effort using FP oriented estimation model.                      | CO3          |
| 8            | Design of Test cases based on requirements and design.                    | CO4          |
| 9            | Perform black box testing using a testing tool.                           | CO4          |

# **Learning Resources**

## **Text Books**

- 1. Roger S. Pressman, *Software engineering-A practitioner's Approach*, McGraw-Hill International Edition, Seventh edition, 2009.
- 2. Grady Booch , James Rumbaugh , Ivar Jacobson- *The Unified Modeling Language User Guide*, Pearson education, Second edition, 2005.

#### References

1.IanSommerville, Software engineering, Pearson education Asia, Tenth edition, 2017

## e-Resources and other Digital Material

- 1. https://nptel.ac.in/courses/106/105/106105182/
- 2. https://nptel.ac.in/courses/106/105/106105224