



CENTRAL UNIVERSITY OF KERALA
केरल केन्द्रीय विश्वविद्यालय

DEPARTMENT OF COMPUTER SCIENCE
SCHOOL OF MATHEMATICAL AND PHYSICAL SCIENCES

Minutes of BOS in Computer Science Held on 09 July 2016 at 11.00 AM

Agenda: To discuss about the Syllabus, feedback of students, previous question papers, evaluation strategies

The following members were present during the meeting.

1. Dr. P. S. Hiremath, Professor, KLE Technological University
2. Dr. Rajesh R.
3. Dr. T.M. Thasleema
4. Mr. Ragesh N.K., Specialist, DSP & Multimedia, Tata Elxsi Ltd., Thiruvananthapuram
5. Mr. Fasil O.K., Software Engineer, NuCore Software Solutions

- 1) The BOS members have gone through the previous syllabus and current syllabus. The BOS observes the improvement in the curriculum/syllabus. The BOS members also suggested to include some industry related electives. The BOS approved the syllabus.
- 2) The feedback of 2014-16 batch students and 2015 admitted students were obtained. The BOS members has gone through the measures taken by the Faculty Council and approved the same.
- 3) The BOS members has gone through the previous question papers. The BOS members also verified (i) whether the question paper covers the entire syllabus, (ii) whether the question papers are upto the mark, (iii) whether the evaluation strategies of the answer papers are good. The BOS members were satisfied with procedures for the same.

Dr. P. S. Hiremath

Dr. Rajesh R.

Dr. T.M. Thasleema

Mr. Ragesh N.K.

Mr. Fasil O.K.



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DEPARTMENT OF COMPUTER SCIENCE
M.Sc. COMPUTER SCIENCE**

VALUE ADDED COURSE					
COURSE CODE	COURSE TITLE	CONTACT HRS/WEEK			CREDITS
		LEC	LAB	TUT	
CSC5055	SOFTWARE ENGINEERING	2	2	1	Nil

Lec = Lecture, Tut = Tutorial, Lab = Practical

This is an audited/value added **skill based course** and the credits will not be added to marklist.

Course Objective:

The main objective of this course is to impart knowledge on the basic principles of software development life cycle.

By completing this course, students will obtain the following course/learning outcomes:

1. Knowledge gained:
 - (i) State of art software life cycle models
 - (ii) Software development process
2. Skill gained:
 - (iii) Modelling software applications
3. Competency gained:
 - (iv) Design and develop correct and robust software products.

Prerequisites: Nil

Grading:

Lab implementation	– 25%
Participatory based group Project	– 25%
Assignment/Quiz/presentation	– 25%
Individual project	- 25%

CSC5055 – SOFTWARE ENGINEERING

Module 1

Software Engineering-Software Process- Generic process model-Prescriptive process model-specialized, unified process-Agile development-Agile Process- Extreme Programming- Other agile Process models-Software engineering Knowledge-core Principles

Module 2

Requirements Engineering-Establishing the Groundwork-Eliciting Requirements-Developing use cases-Building the requirements model-Negotiating, validating, Requirements-Requirements Analysis-Requirements Modeling Strategies.

Module 3

Modeling, Implementation, Testing, Maintenance and case studies.

TEXT BOOKS

1. Roger S, “Software Engineering – A Practitioner’s Approach”, seventh edition, Pressman, 2010.
2. Ian Sommerville, “Software Engineering by”, Pearson Edu, 9th edition, 2010.