

HOW TO PASS IN SOFTWARE ENGINEERING

REGULATION 2017



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- Agile process
- Umbrella Activities





UNIT 2

- Functional & Non functional requirements
- Requirement Elicitation & Validation
- Context Flow Diagram
- Requirement Engineering

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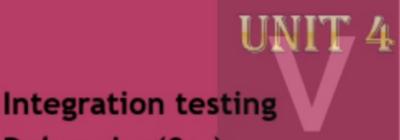


- Design models
- Architectural styles
- Mapping transformation

UNIT 3

- Cohesion & Coupling
- Design concepts





- Debugging(8m)
- Refractoring(8m)
- Regression & Unit testing

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- COCOMO I & II
- LOC & FP
- Earned Value Analysis
- Risk management

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