

Period	Date (Tentative)	Topic	Unit No.	Teaching Methodology	Remarks	Corrective Action Upon Review
3	26/8	Introduction to SE	<u>Unit I</u>	Board		
8	27/8	The evolving role of Software	I	Board		
4	28/8	Changing Nature of Software	I	PPT		
4	29/8	Software Myths	I	PPT		
8	31/8	The Software problem	I	PPT		
4/9	1	Cost	I	Board		
4/9	2	Schedule & quality	I	PPT		
5/9	3	Scale and change	I	PPT		
<u>Unit - II</u>						
5/9	3	Software Process	<u>II</u>	Board		
8/9	1	Process and project	II	Board		
8/9	3	component Software process	II	PPT		
11/9	4	Software development process Models	II	PPT		
14/9	3	Waterfall model	II	PPT		
12/9	4	Prototyping	II	PPT		
16/9	5	Iterative development	II	PPT		
18/9	4	Relational Unified process	II	PPT		
19/9	3	Time boxing Model	II	PPT		

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5	19/9	Using Process Models in a project.	II	PPT		
6	19/9	Project Management process.	II	PPT		
8	20/9					
		<u>Unit-III</u>				
5	23/9	Software Requirement Analysis and Specification	III	board		
6	23/9	Value of good SRS Requirement process.	III	board		
7	24/9	Requirement Specification	III	PPT		
8	24/9	functional Specifications with use-cases	III	PPT		
1	25/9	Other approaches for Analysis.	III	PPT		
3,4	26/9	Validation.	III	board		
		<u>Unit-IV</u>				
1,2	27/9	Planning a Software project	IV	board		
1	6/10	Effort Estimation.	IV	PPT		
3,4	8/10	Project Schedule IV setting	IV	PPT.		
1,2	9/10	Quality planning	IV	PPT		
3,4	10/10	Risk Management planning	IV	PPT.		
8	15/10	Project Monitoring plan	IV	PPT		
3,4	18/10	Detailed Scheduling	IV	PPT		

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Period	Date Tentative	Topic	Unit No.	Teaching Methodology	Remarks	Corrective Action Upon Review
		<u>Unit - V</u>				
17/10	5	Software Architecture	V	board		
18/10	5	Role of Software Architecture	V	board		
20/10	2	Architecture Views	V	PPT		
22/10	8	Components and Connection View	V	PPT		
24/10	2	Architecture styles & ORC view	V	PPT		
27/10	1	Documenting Architectural Design	V	PPT		
28/10	5	Evaluating Architectures	V	PPT		
		<u>Unit - VI</u>				
7	29/10	Design:	VI	board		
8	29/10	Design Concepts	VI	PPT		
4	30/10	Function - Oriented design	VI	PPT		
6	30/10	Object - Oriented design	VI	PPT		
3	31/10	Detailed Design	VI	PPT		
4	3/11	Verifications	VI	PPT		
4	18/11	Metrics	VI	board		

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3	20/11	Unit - <u>VII</u> Coding and unit testing:	VII	board		
4	20/11	Programming principles and guidelines	VII	board		
3	21/11	Incrementally developing code	VII	board		
4	21/11	Managing evolving code	VII	PPT		
1	27/11	Unit testing	VII	PPT		
2	27/11	Code inspection	VII	PPT		
3	28/11	Metrics	VII	PPT		
2	28/11	Unit - <u>VIII</u> Testing	VIII	board		
1	30/11	Testing Concepts	VIII	PPT		
1	1/12	Testing process	VIII	PPT		
4	2/12	Black-Box testing	VIII	PPT		
8	3/12	White-Box testing	VIII	PPT		