



MARRI LAXMAN REDDY INSTITUTE OF TECHNOLOGY AND MANAGEMENT

(AN AUTONOMOUS INSTITUTION)

(Approved by AICTE, New Delhi & Affiliated to JNTUH, Hyderabad)

Accredited by NBA and NAAC with 'A' Grade & Recognized Under Section 2(f) & 12(B) of the UGC act, 1956

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING 2050580 SOFTWARE ENGINEERING LAB

B.Tech.III Year-I Sem

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VISION

To empower the students to be technologically adept, innovative, self-motivated and responsible global citizen possessing human values and contribute significantly towards high quality technical education with ever changing world.

MISSION

M1	To offer high-quality education in the computing fields by providing an environment where the knowledge is gained and applied to participate in research, for both students and faculty.
M2	To develop the problem solving skills in the students to be ready to deal with cutting edge technologies of the industry.
M3	To make the students and faculty excel in their professional fields by inculcating the communication skills, leadership skills, team building skills with the organization of various co-curricular and extra-curricular programmes.
M4	To provide the students with theoretical and applied knowledge, and adopt an education approach that promotes lifelong learning and ethical growth.

LIST OF EXPERIMENTS

SAMPLE DOMAINS:

1. Online course reservation system.
2. Airline/Railway reservation systems.
3. Exam Registrations.
4. Stock Maintenance Systems.
5. Recruitment Systems.
6. Library Management Systems.
7. Student Information Systems.
8. ATM.



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Perform the following EXPERIMENTS on the above domains:

1. Identify the software system that needs to be developed.
2. Document the Software Requirement Specification (SRS) for the identified System.
3. Draw the level 0, level 1 and level 2 Data Flow Diagram (DFD) for the identified System.
4. Draw the class diagrams and show various class relationships, draw package diagram.
5. Draw the UML component and deployment diagram for the identified system
6. Identify the use cases and develop the Use case model with include and external Relationships.
7. Using the identified scenarios find interaction between objects and represents using Sequence Diagram.
8. Using the identified scenarios find interaction between objects and represents using Collaboration Diagram.
9. Draw the relevant Activity diagram for same system.
10. Draw the relevant State chart diagram for same system.

COURSE OUTCOMES

CO Course Outcome

- C318.1 Write the problem statement for the given system.
- C318.2 Develop the problem statement for the given system.
- C318.3 Capture the requirements specification for an intended software system using DFD
- C318.4 Capture the requirements specification for an intended software system using Use case modeling.
- C318.5 Draw the Structural and behavioral diagrams for the given specification



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PROGRAM EDUCATIONAL OBJECTIVES

PEO1	To induce strong foundation in mathematical and core concepts, which enable them to participate in research, in the field of computer science.
PEO2	To be able to become the part of application development and problem solving by learning the computer programming methods, of the industry and related domains.
PEO3	To gain the multidisciplinary knowledge by understanding the scope of association of computer science engineering discipline with other engineering disciplines.
PEO4	To improve the communication skills, soft skills, organizing skills which build the professional qualities, there by understanding the social responsibilities and ethical attitude.

PROGRAM SPECIFIC OUTCOMES

PSO1- APPLICATIONS OF COMPUTING:

Ability to use knowledge in various domains to provide solution to new ideas and innovations.

PSO2- PROGRAMMING SKILLS:

Identify required data structures, design suitable algorithms, develop and maintain software for real world problems.

PSO3-EXECUTIVE SKILLS:

Make use of computational and experimental tools for creating innovative career paths, to be an entrepreneur and desire for higher studies.

Do's & Don'ts

- Switch off the power and unplug equipment before performing service.
- Know where the fire extinguisher is located and how to use it.
- Report fires or accidents to your lecturer/laboratory technician immediately.
- Avoid food and drinks from your workspace.
- Systems operate under normal room temperature.
- Computer lab room's floor should be clean, dry and dust free.
- No one is allowed to delete information from the computer.
- Enter the computer lab quietly and work quietly.
- Do not change computer settings or backgrounds.
- Don't plug in external devices without scanning for computer viruses.
- SAVE all unfinished work to a cloud drive or jump drive.