CONTENTS IN DETAIL

Pr	eface	xxiii
	PART Basics of Software Engineering	
1.	Introduction to Software Engineering 1.1 Introduction: Software 4 1.2 What is Good Software? 7 1.3 Software Engineering 10 1.4 Components of Software Engineering 14 1.5 Software Development Models 20 1.6 Comparative Analysis of Process Models 28 Summary 31 Key Terms 33 Test Your Understanding 34	3
2.	Software Estimation: Size, Effort and Cost 2.1 Software Metrics: Introduction 37 2.2 Metrics Database 41 2.3 FPA and Mark II FPA Tool for Estimation 47 2.4 Case Illustration, FPA and MARK II FPA 60 2.5 Estimation of Effort and Schedule 71 2.6 COCOMO 75 2.7 Software Cost Estimation 81 Summary 85 Key Terms 86 Test Your Understanding 86	36
3.	Software Risk Management 3.1 Risk and Risk Management 89 3.2 Introduction to Software Risk (SR) 90 3.3 Software Risk Management (SRM) 93 3.4 Risk Mitigation through RMMM Plan 100 3.5 Analysis of SEI Software Risk Taxonomy 107	88

W 17	9
Λ V	

		-4.	4.
- (α	TF_{μ}	mt

	xvi	
	Contents	
	Summary 112 Key Terms 113 Test Your Understanding 113	
4.	Quality Engineering for Software Quality Assurance 4.1 Quality 117 4.2 ISO 9001 Standard 121 4.3 Software Quality and Assurance 125 4.4 Testing Techniques for SQA 129 4.5 Test Case Design 135 4.6 Software Testing Strategies 138 Summary 142 Key Terms 143 Test Your Understanding 144 Annexure 146	116
5.	Software Engineering Tools 5.1 Software Engineering Tools—Introduction 155 5.2 Analysis Tools 159 5.3 Modeling for Representation 163 5.4 Requirements Engineering (RE) 169 5.5 Work Breakdown Structure (WBS) 181 5.6 Prototyping 183 5.7 CASE, I-CASE Tools 185 Summary 186 Key Terms 188 Test Your Understanding 188	154
6.	Case Study DVD Entertainment Ltd. (DEL) 190 Test Your Understanding 195	190
J	Software Engineering: Traditional Approach to Software System Development	
7.	Systems Analysis 7.1 Systems 200 7.2 System Modeling 206 7.3 Structured System Analysis 210 7.4 Software Requirement Specification 224 7.5 Information Systems 227 Summary 232 Key Terms 234 Test Your Understanding 234	199

VI	71	г
Δ		

Contents

8.	Systems Design 8.1 Designing Systems: Introduction 238 8.2 The Design Development Process 240 8.3 Data Structure and Database Design 242 8.4 System Design Architecture 244 8.5 Systems Behaviour Design 250 8.6 Architecture and Choices 255 8.7 Architecture and Non-functional Requirements 259 8.8 Design Specification Documentation 262 Summary 263 Key Terms 265 Test Your Understanding 265	237
9.	Introduction to Database Design 9.1 Introduction to Database 268 9.2 The Relational Data Model 271 9.3 Relational Database Design 278 9.4 Distributed Databases 290 9.5 Database Management Tools 294 9.6 Selection of RDBMS 299 Summary 303 Key Terms 305 Test Your Understanding 305	267
10.	User Interface Design 10.1 User Interface 309 10.2 User Interface Analysis and Design 315 10.3 Improving Effectiveness of UI 324 10.4 Guidelines for Designing UI Components 331 Summary 336 Key Terms 338 Test Your Understanding 338	308
11.	Procedural Design and Use of Reusable Components 11.1 Procedural Design 340 11.2 Structured Programming 345 11.3 Reusable Code 351 11.4 Component-based Software Engineering 354 11.5 Program Verification 358 Summary 360 Key Terms 361 Test Your Understanding 361	339
12.	Case Study DVD Entertainment Ltd. (DEL) 362 Test Your Understanding 367	362



Object Oriented Systems Analysis and Design (OOSAD)

Object Orientation and Object Basics 13.1 Object Oriented Approach and Technology 372 13.2 Basics of Objects 378 13.3 Object Properties 385 13.4 Object Oriented System Development Cycle 389 13.5 Object Oriented Programming Language (OOPL) 396 13.6 Process Framework for OOSAD 397 Summary 400 Key Terms 403 Test Your Understanding 403	371
The Unified Approach and Unified Modeling Language (UML) 14.1 The Unified Approach (UA) 406 14.2 Unified Modeling Language (UML) 410 14.3 Static Class Diagram 413 14.4 Use Case Diagram 419 14.5 Behaviour Diagrams 424 Summary 432 Key Terms 434 Test Your Understanding 435	405
Object Oriented Analysis (OOA) 15.1 OO Analysis: An Introduction 436 15.2 Techniques for Information Gathering for RA 443 15.3 Use Case—Driven OO Analysis 446 15.4 OO Analysis: Development of Classes 454 15.5 OO Analysis: Identifying Relationships 460 15.6 OO Analysis: Identifying Attributes and Methods 464 Summary 467 Key Terms 469 Test Your Understanding 469	436
Object Oriented Design (OOD) 16.1 OO Design: Introduction 472 16.2 Useful Design Patterns 477 16.3 OO Design Process 482 16.4 Design Class 489 16.5 Design Access Layer Classes (ALC) 495 16.6 Designing View Layer Classes (VLC/UI) 498 Summary 502 Key Terms 504 Test Your Understanding 504	471
	13.1 Object Oriented Approach and Technology 372 13.2 Basics of Objects 378 13.3 Object Properties 385 13.4 Object Oriented System Development Cycle 389 13.5 Object Oriented Programming Language (OOPL) 396 13.6 Process Framework for OOSAD 397 Summary 400 Key Terms 403 Test Your Understanding 403 The Unified Approach and Unified Modeling Language (UML) 14.1 The Unified Approach (UA) 406 14.2 Unified Modeling Language (UML) 410 14.3 Static Class Diagram 413 14.4 Use Case Diagram 419 14.5 Behaviour Diagrams 424 Summary 432 Key Terms 434 Test Your Understanding 435 Object Oriented Analysis (OOA) 15.1 OO Analysis: An Introduction 436 15.2 Techniques for Information Gathering for RA 443 15.3 Use Case—Driven OO Analysis 446 15.4 OO Analysis: Identifying Relationships 460 15.6 OO Analysis: Identifying Relationships 460 15.6 OO Analysis: Identifying Attributes and Methods 464 Summary 467 Key Terms 469 Test Your Understanding 469 Object Oriented Design (OOD) 16.1 OO Design: Introduction 472 16.2 Useful Design Patterns 477 16.3 OO Design Process 482 16.4 Design Class 489 16.5 Design Access Layer Classes (VLC/UI) 498 Summary 502 Key Terms 504

-	71	18
- 2	v	LZ.

Contents

17.	OODBMS: Object Store and DBMS 17.1 Object Store and DBMS: Introduction 505 17.2 Object Oriented Data Base Features 509 17.3 Object Oriented Database Management Systems 513 17.4 Object Oriented Data Base Products 517 Summary 517 Key Terms 518 Test Your Understading 518 Annexure 519	505
18.	Case Study DVD Entertainment Ltd. (DEL) 528	528
P	ART IV Management of Software Development	
19.	Software Project Management 19.1 Software Project Management: Introduction 536 19.2 SPM Basic Concepts 537 19.3 Project Management 546 19.4 Project Management: Core Functions 554 19.5 Project Management: Support Functions 563 19.6 Project Integration Management 568 19.7 Relationships: Knowledge Areas Versus Project 573 Summary 576 Key Terms 578 Test Your Understanding 578	535
20.	Software Development Process Management 20.1 Software Development Process Management 580 20.2 Management of Software Workflows 583 20.3 Evaluation of Workflow Process 592 20.4 Workflow Process Templates 595 20.5 Integration of Software Engineering Management and Project Life Cycle 603 Summary 606 Key Terms 607 Test Your Understanding 607	579
21.	Requirements Management 21.1 Why Requirements Management 610 21.2 Analysis of the Problem 615 21.3 User Analysis and Identifying User Needs 619 21.4 Requirement Specifications 622 21.5 Requirement Assurance Through Right System 628 21.6 Managing Requirements Change 632	609

	XX	
	Contents	
	Summary 633 Key Terms 634 Test Your Understanding 634	
22.	22.1 Testing for Quality 22.1 Testing for Quality 637 22.2 Functional Testing 647 22.3 System Testing 655 22.4 User Satisfaction Testing 659 22.5 Test Cases and Test Plans 661 Summary 666 Key Terms 668 Test Your Understanding 669	636
I	PART V Term Projects: Systems Design and Development	
23.	. ACME Corporation (Automated Sales Order Booking and Delivering System)	675
24.	. National Bank	681
25.	. Paints and Painting Services (P) Ltd. (PPS)	684
	171	
P	ART VI Appendices	
1.	Special Topics in Software Engineering	689
	A1.1 Web Applications Development Engineering 689 A1.2 Component Based Software Engineering (CBSE) 700 A1.3 Clean Room Software Engineering (CSE) 703 A1.4 Software System Maintenance 705 A1.5 Software Verification for QA 713 A1.6 Software Engineering Support Tools 719 A1.7 Software Project Management (PERT/CPM) 722 A1.8 Re-engineering and Software Re-engineering 729 A1.9 Software Configuration Management 732	
2.	Advanced Topics in Software Engineering A2.1 Development of Critical Systems 742 A2.2 Design: Issues and Guidelines 749 A2.3 Programming: Issues and Guidelines 760 A2.4 The Future of Software Engineering 765 A2.5 SE Code of Ethics and Social Responsibility 771	742
3.	Case Solution: DVD Entertainment Ltd (DEL) A3.0 Business Scenario 774	773

	,
WW	9
- A A	ı

Contents

Index		839
6.	References and Resources for More Learning Web sites 835 References 836 Standards 838	835
5.	Glossary	827
4.	A3.2 Needs Analysis 7/5 A3.3 Requirement of System Solution to Meet the Needs 775 A3.4 DEL Business System Model 776 A3.5 Requirement Definition and Description (RDD) 776 A3.6 Software Requirement Specification (SRS) 777 A3.7 DEL Solution: SSAD Approach 777 A3.8 DEL Solution: OOSAD Approach 788 Case Tool: Rational Products Case Tool 806 Rational the e-Development Company 806 Rational ClearCase: Product Family 807 Rational ClearQuest 815 Rational RequisitePro 819 Rational Unified Process 824	805
	A3.1 Problems of DEL Management 774 A3.2 Needs Analysis 775	