

4.3.1.2. Software Engineering Courses (CSE)

CSE3101 Software Requirements and Specifications

COURSE INFORMATION

Prerequisites	Academic Year & Level		Teaching Methods			Credit Hrs.
	Year	Semester	Lecture	Tutorial	Laboratory	
CSE2001	4	8	2	2	0	3

COURSE AIM

- Design and conduct interviews, questionnaires, observations and documents investigation.
- Develop a software requirement document.
- Understand the concepts of user requirements and system requirements.
- Understand the differences between functional and non-functional requirements.
- Develop a UML class diagram, use case diagram and sequence diagram.
- Understand the requirements engineering processes and requirements validation.

COURSE WEEKLY CONTENTS

1	Introduction to software engineering and requirements process activity
2	The Requirements Problem
3	Management Requirements and the Software
4	Lifecycle Requirements and the Software
5	Lifecycle cont'd (The Evolutionary Development)
6	The Software Team
7	7 th week examination
8	The Five Steps in Problem Analysis
9	Brainstorming and Idea Reduction
10	Storyboarding
11	Organizing Requirements Information and The Vision Document
12	12 th week examination
13	Establishing Project Scope and Software Requirements—A More Rigorous Look
14	Ambiguity and Specificity, and Technical Methods for Specifying Requirements
15	Tracing Requirements, Managing Change, and Agile Methods

STUDENT GRADING & ASSESSMENT

Weeks	Exams	Assign.	Quizzes	Reports	Present.	Lab.	Total
1 to 7	←		30	MARKS		→	30
8 to 12	←		20	MARKS		→	20
1 to 15	←		10	MARKS		→	10
16 or 17	40	Final					40

REFERENCES

Textbook Karl Wiegers and Joy Beatty, *Software Requirements (Developer Best Practices)*, Microsoft Press.