

Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



*OBE based System (1st - 8th Semesters)

Batch 18SW

			Course Scheme			
Y E A R	S E M S	S. No.	SUBJECTS	CREDIT HOURS	MARKS	TOTAL CREDITS
	*	1	Functional English	3+0	100+00	
	1	2	Applied Calculus	3+0	100+00	
	1	3	Computer Programming	3+1	100+50	
F	з т	4	Electronics Engineering	3+1	100+50	
I.	<u> </u>	5	Basic Electrical Engineering	3+1	100+50	15+3=18
R		6	Islamic Studies / Ethics	2+0	50+00	
S	*	7	Pakistan Studies	2+0	50+00	
Т	2	8	Linear Algebra & Analytical Geometry	3+0	100+00	
	Ν	9	Digital Computer & Logic Design	3+1	100+50	
	D	10	Object Oriented Programming	3+1	100+50	
		11	Professional Ethics	2+0	50+00	15+2=17
	*	12	Software Economics & Management	3+0	100+00	
	3	13	Software Requirements Engineering	3+0	100+00	
S	R	14	Database Systems	3+1	100+50	
Е	D	15	Operations Research	3+0	100+00	
С		16	Data Structures & Algorithms	3+1	100+50	15+2=17
0	* 4 T H	17	Computer Networks	3+1	100+50	
Ν		18	Operating Systems	3+1	100+50	
D		19	Software Design & Architecture	2+1	50+50	
		20	Data Warehousing	3+0	100+00	
		21	Introduction to Enterpreneurship & Creativity	3+0	100+00	14+3=17
		22	Software Construction & Development	2+1	50+50	
	*	23	Statistics & Probability	3+0	100+00	
	5	24	Human Computer Interaction	3+0	100+00	
Т	Т	25	Agent based Intelligent Systems	3+0	100+00	
н	н	26	Information Security	3+0	100+00	
I		27	Communication & Presentation Skills	3+0	100+00	17+1=18
R	*	28	Discrete Structures	3+0	100+00	
D	6	29	Software Project Management	3+0	100+00	
	т	30	Mobile Application Development	3+1	100+50	
	н	31	Data Science & Analytics	3+1	100+50	
		32	Technical & Business Writing	3+0	100+00	15+2=17
	*	33	Formal Methods in Software Engineering	3+0	100+00	
F	7	34	Multimedia Communication	3+1	100+50	
0	т	35	Software Re-engineering	3+0	100+00	
U	н	36	Web Engineering	3+1	100+50	
R		37	Final Year Project/Thesis - I	0+3	00+100	12+5=17
т	*	38	Simulation & Modelling	3+0	100+00	
н	8	39	Cloud Computing	3+1	100+50	
	Т	40	Software Quality Engineering	3+1	100+50	
	Н	41	Final Year Project/Thesis - II	0+3	00+100	9+5=14
						112+23=135





Title of Subject :		Applied Calculus(MTH108)	
Discipline	:	Software Engineering (1 st Semes	ster)
Effective	:	19SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Wr	itten Semester Examination
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% F	inal Examination
Credit Hours	:	03 + 00	Marks: 100
Minimum Contact H	Hours:	45 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Evaluate the functions and their derivatives.	C4	2
2	Assess the Integral calculus with applications	C4	2
3	Apply the vector calculus in the field of engineering	C4	2

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- Engineering Knowledge:
 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

	7	Environment and Sustainability:	
\checkmark	8	Ethics:	
	9	Individual and Team Work:	
	10	Communication:	
	11	Project Management:	
	12	Lifelong Learning:	

Course outline:

Introduction to functions: Mathematical and physical meaning, graphs and types of function.

Introduction to limits: Theorems of limits and their applications to functions. Right hand and left hand limits. Continuous and discontinuous functions and their applications.

Derivatives: Introduction to derivatives. Geometrical and physical meaning of derivatives. Partial derivatives and their geometric significance. Application problems (rate of change, marginal analysis). **Higher Derivatives:** Leibnitz theorem, Rolle's theorem, Mean value theorem. Taylors and Maclaurins series.

Evaluation of limits using L' Hospital's rule: Indeterminate forms (0/0), (∞/∞) , $(\infty\infty)$, $(\infty-\infty)$, 1^{∞} , ∞^{0} , 0^{0} . **Application of Derivatives:** Asymptotes, curvature and radius of curvature, differentials with application. **Application of partial Derivatives:** Euler's theorem, total differentials; maxima and minima of function of two variables.

Integral Calculus: Methods of integration by substitution and by parts. Integration of rational and irrational algebraic functions. Definite integrals, improper integrals. Gamma and Beta functions; reduction formulae.

Application of Integral Calculus: Cost function from marginal cost, rocket flights; area under curve.

Vector Calculus: Vector differentiation and vector integration with their physical interpretation and applications. ∇ operator, gradient, divergence and curl with their application.

Books Recommended:

- Benice, D.D., Brief calculus and its applications,
- Raymond, A.B., Applied calculus
- Yousuf, S.M., Calculus and analytical Geometry, IlmiKitabKhana, Lahore, latest edition.

Board of Studies:	Resolution No. 01	Dated: 26-03-2018
Board of Faculty:	Resolution No. 3.1	Dated: 11-04-2018
Academic Council:	Resolution No. 17(ii)	Dated: 23-04-2018





Title of Subject :		Applied Physics (EL119)	
Discipline	:	Software Engineering (1 st Semester)	
Effective	:	19SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written	Semester Examination
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final E	Examination
Credit Hours	:	03 + 00	Marks: 100
Minimum Contact H	lours:	45 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Define the basic concepts and fundamental laws of electrostatic and magnetism.	C1	1
2	Explain the comprehensive knowledge of semiconductor physics, optics and lasers	C2	1
3	Describe the fundamental knowledge of modern physics	C1	1

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:	
2	Problem Analysis:		8	Ethics:	
3	Design/Development of Solutions:		9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

Electrostatics: Coulomb's law, electric field and potential, capacitance, dielectrics. Electrodynamics: Magnetic field and force, sources of magnetic field, electromagnetic induction, inductance. Solid-state physics: Crystal lattices, unit cells, energy bands, allowed and forbidden states, conductors, semiconductors, insulators. Semiconductors: Composition, purity, n- and p-type materials, carrier properties and distribution. Carrier action: Diffusion, drift, generation, recombination. Conductivity, mobility, p-junction diode, diode curve, forward-biased diode, reverse-biased diode, bipolar junction transistor and its biasing, MOSFET and its biasing, Hall effect. Optics: Optical absorption, photo-luminescence, photoconductivity, photoelectric effect, lasers, superconductivity. Heat and Thermodynamics in relation to cooling of electronics. Electric fields, Gauss' law, electric potential, capacitance and dielectrics, current and resistance, magnetic fields, sources of magnetic field, Faraday's law, inductance, direct current circuits, alternating current circuits, diode characteristics, transistor characteristics nature of light, geometric optics, laws of geometric optics, interference of light waves, diffraction, polarization.

Recommended Books:

- 1. David Halliday, Robert Resnick, and Jearl Walker, "Fundamentals of Physics", John Wiley & Sons, ISBN: 0471465097, Latest Edition
- 2. Arthur Beiser, "Schaum's Outline of Applied Physics", McGraw-Hill, ISBN: 0071426116 Latest Edition
- 3. Huges. E., "Electrical Technology," Longman, Latest Edition.
- 4. B.L. Thraja" Electrical Technology, Latest Edition

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 1 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject :		Functional English (ENG101)	
Discipline	:	Software Engineering (1 st Semester))
Effective	:	19SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Writte	en Semester Examination
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final	l Examination
Credit Hours	:	03 + 00	Marks: 100
Minimum Contact H	Hours:	45 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Write varied contents including official letters, e- mails, and applications and summarize the texts	C2	12
	using appropriate grammatical mechanisms and cohesive devices.		
2	Apply skimming, scanning and detailed reading and listening strategies to understand gist of the text/conversation	C3	2
3	Demonstrate their skills using English language to express their point of view, show arguments and deliver a presentation in a real life situations	C3	10

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1 Engineering Knowledge: 7 Environment and Sustainability: ☑ 8 2 Problem Analysis: Ethics: Design/Development of Solutions: 3 □ 9 Individual and Team Work: $\overline{\mathbf{A}}$ 4 Investigation: \square 10 Communication: 5 Modern Tool Usage: □ 11 Project Management: The Engineer and Society: \checkmark 6 □ 12 Lifelong Learning:

Course outline:

Reading:	Interactive Reading, apply the skills of surveying skimming, scanning and
	detailed reading and identify topic sentence
Writing:	Audience Related Writing, composition of sentences, Paragraph, short
	descriptive writing, précis and letter and application, identify contextual
	clues with the help of cohesive devices.
Listening:	Collect gist and important points from a listening text or any other oral
	source viz. Lecture, speech or conversation
Speaking:	Taking part in different real life situations, answer question, argue and
	explain one's point of view, ask for information and turn taking techniques
	and presentation skills.
Grammar:	Mechanics of English Language, Punctuation, vocabulary, conversion of
	words, tenses and sentence structure

Recommended Materials: Dawn newspaper, Reader Digest, New Scientist and other interesting materials selected by teachers

Books: A. J, Thomson and A. v. Martinet and Practical English Grammar
Sarwar Zakia, (Edt) 1991 English Study Skills A Spelt Publication Karachi.
R.R. Jordon, 1980 Collins Study skills in English. William Collins Sons & Co. Glasgow Great Britain.
Jones Rhodri, 1986, A New English Course (An Approach to GCSE English Language for Individual Study or Class Use)
K. James at al, 1986, Listening Comprehension and Note-Taking Course (Collins Study Skills In English)

K. James at al, 1986, Listening Comprehension and Note-Taking Course (Collins Study Skills in English) Selected Text from Dawn, Readers Digest, New Scientist and other relevant material of teacher's Choice.

Board of Studies:	Resolution No.	Dated:
Board of Faculty:	Resolution No.	Dated:
Academic Council:	Resolution No.)	Dated:





Title of Subject	:Introductio	n to Information & Communication Te	echnologies (SW-113)
Discipline	:	Software Engineering (1 st Semester)	
Effective	:	19SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written S	Semester Examination
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Ex	kamination
Credit Hours	:	02 + 01	Marks: 50 + 50
Minimum Conta	act Hours:	30 + 45	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Explain and identify the various components and concepts related to ICT	C2	1
2	Use ICT to solve real world problems.	C3	1
3	Use necessary software for supporting, everyday usage of Computer and Communication Systems.	Р3	5

 \checkmark

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 **Problem Analysis:**
- Design/Development of Solutions: 3
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

\checkmark	7	Environment and Sustainability:	
	8	Ethics:	
	9	Individual and Team Work:	
	10	Communication:	
\checkmark	11	Project Management:	
	12	Lifelong Learning:	

Course outline:

COMPUTER SYSTEMS

Types of Computers, Parts of computers, hardware, input/output devices, storage devices, software, system software, operating systems, application software, computer users, graphical user interface, interacting with your computer, Interpreter and Compilers.

DATA PROCESSING AND STORAGE

Data representation, bit and bytes, text codes, data processing, CPU, machine cycles, internal clock, factors affecting processing speed, modern CPU, parallel processing, organization and identification of data, backing up data, optimizing disk performance, files and databases

WORKING WITH COMPUTER LOGIC

Number Systems, Decimal, Binary, Octal, Hexadecimal, Binary Addition, Multiplication and Division, Boolean algebra Concepts, Electronic logic gates, Truth table, Canonical forms, Karnaugh maps, Quine Mc-Clusky methods, Introduction to combinational logic design.

IMPACT OF ICT ON SOCIETY

How ICT effects the society, applications in education sector, finance, business, home, etc. Advantages and Disadvantages.

Practical Work to be carried out:

- 1. Understanding your operating system and troubleshooting basic problems
- 2. Efficiently using Internet and Search Engines
- 3. Getting familiar with MS Word
- 4. Working with Advanced features of MS Word
- 5. Technical Writing with MS Word
- 6. Working with MS PowerPoint
- 7. Enhancing presentations using animations and business models
- 8. Getting familiar with MS Excel
- 9. Working with formulae and functions in MS Excel
- 10. Using a sophisticated text editor for programming
- 11. Getting familiar with Git and GitHub
- 12. Team Collaboration using a Remote Access Software
- 13. Creating Google Forms
- 14. Getting familiar with basic HTML Syntax
- 15. Case Study

Recommended Books:

- Peter Norton, Introduction to computers, Latest Edition.
- *Brian K. Williams, Stacey C. Sawyer, Using information technology* : a practical introduction to computers & communications, Latest Edition

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Title of Subject	:	Programming Fundamentals (SW-112)	
Discipline	:	Software Engineering (1 st Semester)	
Effective	:	19 Batch & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination (20% Mid. 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	03 + 01 Marks : 100 + 5	50
Minimum Contact Hours:		45 + 45	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Explain and implement concepts of functions, structures, pointers in C++	C3	1
2	Use arrays and pointers to solve complex problems using arrays and pointers	C3	1
3	Code document, test and implement a well- structured, robust computer program using C++ programming language.	Р3	5

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge
- 2 Problem Analysis
- 3 Design/Development of Solutions
- 4 Investigation
- 5 Modern Tool Usage
- 6 The Engineer and Society

\square 8 Ethics	
9 Individual and Team Work	
□ 10 Communication	
I1 Project Management	
□ 12 Lifelong Learning	

Course outline:

- Introduction to Programming and languages
- Algorithms, Flowcharts and pseudocode
- Overview of programing (C, C+, Python)
- Writing, compiling and debugging
- Coding style
- Statements
- Variables and datatypes
- Operators and expressions
- Selection
- Relational operators
- Conditional Statements
- Conditional operators
- Switch, break, continue
- Logical operators
- Modular programming
- Structures in functions and Arrays
- File pointers

- Error handling
- Revision
- Project Demos

Practical Work to be carried out:

- 1. Basics of C++ Programming and IDE Environment
- 2. Variables and Constants
- 3. Data Types and Expressions
- 4. LOOPS
- 5. Decision making statements
- 6. Structures.
- 7. Functions.
- 8. Pointers.
- 9. Arrays
- 10. Objects and Classes.
- 11. Inheritance and Polymorphism
- 12. Strings.
- 13. Operator overloading.
- 14. Streams and Files.
- 15. Case Study/ Semester Project

Recommended Books:

- Peter Norton, Introduction to computers, Latest Edition.
- Robert Lafore, Object Oriented Programming in Turbo C++, Latest Edition.
- Deitel and Deitel, C++ How to Program, Prentice Hall Publications, Latest Edition
- Paul J. Deitel and Harvey M. Deitel, C: How to Program, Prentice Hall, latest edition.
- The C Programming Language by Kernighan and Ritchie, latest edition.
- Code Complete by Steve McConnell, latest edition.
- The Art of Computer Programming (TAOCP) by Donald E. Knuth, latest edition

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
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Title of Subject :		Ethics Studies (SS104)	
Discipline	:	Software Engineering (2 nd Semester)	
Effective	:	17SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semes	ter Examination
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examin	ation
Credit Hours	:	02 + 00	Marks: 50
Minimum Contact H	Iours:	30 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Create stable and healthy civilized atmosphere.	C2	6
2	Develop uniformity of moral beliefs and behavior.	C2	8

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1 Engineering Knowledge: 7 **Environment and Sustainability:** \checkmark 2 Problem Analysis: Ethics: 3 Design/Development of Solutions: □ 9 Individual and Team Work: \square 10 Communication: 4 Investigation: П 5 Modern Tool Usage: 11 Project Management: The Engineer and Society: \square 12 Lifelong Learning: 6

Course outline:

Ethics: Definition of Ethics, Position of ethics in different religions.

Islam: Introduction, Role of Beliefs and Arakans in character building, Rights of Non-Muslim,

Ill effects of corruption and respect of law.

Hinduism: Introduction, Role of doctrines in character building, Religious books, Concept of

Re-Birth and its influence in social life, Celebration days and their social effects, Comparative

study of cast systems in the contemporary atmosphere.

Buddhism: Introduction, Doctrines, Eight Nobel Paths of Buddha and its benefits, Critical study

on concept of Renunciation of material & worldly life.

Christianity: Introduction, Doctrines, Religious books, Celebration days.

Judaism: Introduction, Doctrines, Religious books, Ten Commandments of Moses and its importance in social life.

Moral values of different religions: Patience, Modesty, Moderation, Tawakal, Taqwa, Lawful earning, Sincerity, Positivity, Forgiveness and Softening.

Bad morals: lying, pride, selfishness, Fame, Greed, Extravagantness, Bribe, Social injustice, Religious biasness and Discrimination on the basis of race, color and faith **Text Books:**

1. Dr. A Rasheed, Comparative Study of Religions Tahir sons Karachi, latest edition.

2. AadilFaraz, IkhlaqiyatMazahib-e-Aalamkinazar main, ApnaIdara Lahore latest edition.

Reference Books:

- 1. Jeoge D. Chryssides, the study of religions an introduction to key ideas and methods, London, latest edition.
- 2. GhulamRasool Cheema MazahibAalamkaMutalia, Ilm o Irfan publishers Lahore latest edition.

Board of Studies:	Resolution No. 01	Dated: 26-03-2018
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Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



Title of Subject Discipline	:	Introduction to Software Engineering (SW-125) Software Engineering (2 nd Semester)	
Effective	:	19 Batch & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination (20% Mid, 60% Final)	
Credit Hours	:	03 + 0	Marks : 100
Minimum Contact	Hours:	45 + 00	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Discuss key principles and common methods for Software Project management	C2	1
2	Apply software quality assurance and testing principles to medium size software systems	C3	1

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:
2	Problem Analysis:		8	Ethics:
3	Design/Development of Solutions:		9	Individual and Team Work:
4	Investigation:		10	Communication:
5	Modern Tool Usage:		11	Project Management:
6	The Engineer and Society:		12	Lifelong Learning:

Course outline:

Overview of Software Engineering, Professional Software Development, Software Engineering Practice, Software Process Model, Agile Software Development, Agile process models, Agile development techniques, Requirement engineering process, Functional non-functional requirements, Interactional, structural and behavioral models, Architectural design, Design and implementation, UML Diagrams, Software testing and quality assurance, software evolution, project management and project planning, software process improvement.

Books Recommended:

- 1. Software Engineering Sommerville, Latest Edition,
- 2. Software Engineering- A practitioner's approach by Rogers Pressman.

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
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Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject :		Islamic Studies (SS111)	
Discipline	:	Software Engineering (2 nd Semester)	
Effective	:	17SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examina	ation
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	02 + 00 Marks: 50	
Minimum Contact H	lours:	30 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Effectively maintained his/her identity in a multicultural world	C2	8
2	Find solutions to his/her problems from own cultural practices, rather than be influenced by external ideologies.	C2	6
3	Know why Muslims fail to equip themselves with essential survival tools needed in the world today.	C2	8

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:		7	Environment and Sustainability:	
2	Problem Analysis:		8	Ethics:	\checkmark
3	Design/Development of Solutions:		9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:	\checkmark	12	Lifelong Learning:	

Course outline:

Quran and Uloom ul Quran: Surah Al-Hujurat., Surah Al-Furqan (These both surahs cover all topics related to

ethical values of Islamic society including Taqwa, Taqwa, Simplicity, Lawful earning, Social Justice, Rights of Parents, elders, neighbors, Fear of Allah and Truthfulness), Excellence of Holy Quran (Aijazul Quran), History of collection and compilation of Holy Quran. **Basic Beliefs of Islam:** Tauheed, its importance, effects on the life of believer, shirk and its types, Existence of Angles, Holy Scriptures, Prophethood, its need and necessities, characteristics and Finality of Prophethood, Concept on life hereafter.**Life history of Holy Prophet Muhammad** (ﷺ): Life history at Makkah (Before Prophethood), Life history at Makkah (after Prophethood), Life history at Madina {including Brotherhood, Charter of Madina, Victory of Makkah and Last Sermon of Holy Prophet Muhammad (ﷺ). Importance of Hadith and Sunnah, Ten selected Ahadiths (Covering topics related to Proper usage of time, Hospitality, quality of shyness, love and affection to humanity, facilitate to others and tolerance etc.). **Fundamentals of Islam:** Testifying Kalima Shahadah, Prayer, its importance, pre-conditions, obligations and effects, Zakat, its aims & objectives, Requirements, Legal recipients, Nisab and benefits, Fasting, its philosophy, requirements and benefits, Pilgrimage, requirements, types, obligations, procedure and benefits, Jihad and its types.**Islam and Science:** Quran and Science, Importance of science and technology in Islam, Historical contribution of Islam and Muslims in the development of science, Verses of Holy Quran those cover different fields of science e.g. social, management and natural science.

Text books :

A.A. Umrani, Islam: The universal Religion, Naseem book depo, latest edition.
A.Q. Natiq, Sirat-e-Mustaqeem, Urdu bazzar Karachi, latest edition.
Reference books:
S.M. Saeed, Islam aurHamariZindagi, Naseem book depo, latest edition.

M. Shabudden, Quran Science and Muslims, Al Maktabah Al Ashrafiya, Lahore, latest edition.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 01 Resolution No. 3.1 Resolution No. 17(ii) Dated: 26-03-2018 Dated: 11-04-2018 Dated: 23-04-2018





Title of Subject :		Linear Algebra and Analytical Geometry (MTH112	2)
Discipline	:	Software Engineering (2 nd Semester)	
Effective	:	17SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examin	ation
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	03 + 00 Marks: 10	0
Minimum Contact I	Hours:	45 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Perform the basic operation of matrix algebra and solution of system of linear equations.	C4	2
2	Develop the concepts of two and three dimensional geometry	C4	2
3	Analyze area and volume of bounded regions by using multiple integrals	C4	2

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:		7	Environment and Sustainability:	
2	Problem Analysis:	\checkmark	8	Ethics:	
3	Design/Development of Solutions:		9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

Introductions to matrices and elementary row operations. Brief introduction of matrices. Types of matrices. Introduction to elementary row operations. Echelon and reduced echelon forms. Rank of a matrix. Inverse of a matrix using elementary row operations.

System of linear equations. System of non-homogeneous and homogeneous linear equations. Gaussian elimination method, Gauss Jordan method. Consistence criterion for solution of homogeneous and non-homogeneous system of linear equations. Application of system of linear equations.

Determinants. Introduction to determinants. Properties of determinants of order n. Rank of a matrix by using determinants.

Analytic geometry of 3-dimensions. Introduction; Coordinates in R3.

Line: Coordination of a point dividing a line segment in a given ratio. Straight line, in R³. Vector form of a straight line, parametric equations of a straight line, equation of a straight line in symmetric form, direction ratios and direction cosines, angle between two straight lines; distance of a point from a line.

Plane: Equation of a plane, angle between two planes, intersection of two planes, a plane and a straight line; skew lines. Cylindrical and spherical coordinates.

Sphere: General equation of sphere. Latitude and longitude directions; direction of Qibla.

Multiple Integrals. Evaluation of double and triple integrals in Cartesian and polar coordinates.

Books Recommended:

D.D. Benice, Brief Calculus and its Applications

- R.A. Barnett, Applied Calculus
 S.M. Yusuf, Calculus and Analytical Geometry
 S.M. Yusuf, Mathematical Methods

Board of Studies:	Resolution No. 01	Dated: 26-03-2018
Board of Faculty:	Resolution No. 3.1	Dated: 11-04-2018
Academic Council:	Resolution No. 17(ii)	Dated: 23-04-2018





Title of Subject	:	OBJECT ORIENTED PROGRAMMING (SW-121)
Discipline	:	Software Engineering (2 nd Semester)
Effective	:	19 Batch & onwards
Pre-requisite	:	Programming Fundamentals
Assessment	:	Theory: 20% Sessional, 20% Mid examination, 60% Final examination.
		Practical: 40% Sessional, 60% Final examination
Credit Hours	:	3 + 1 Marks : 100 + 50
Minimum Contac	t Hours.	45+45

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Explain principles of object oriented paradigm, class libraries, exception handling.	C2	1
2	Use class instances & their relationships to build object oriented solutions	C3	1
3	Implement OOP concepts to develop piece of code (Programs)	Р3	5

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1 Engineering K	nowledge:	V	7	Environment and Sustainability:	
2 Problem Anal	ysis:		8	Ethics:	
3 Design/Devel	opment of Solutions:		9	Individual and Team Work:	
4 Investigation:			10	Communication:	
5 Modern Tool	Jsage:	\checkmark	11	Project Management:	
6 The Engineer	and Society:		12	Lifelong Learning:	

Course outline:

• OOP CONCEPTS AND INTRODUCTION TO JAVA

Objects, Classes, Messages, OOP principles, Encapsulation, Inheritance, Polymorphism, What is Java, History of Java, Features of Java, Class library, Java Environment, Byte code, JVM, Java Applications & Applets, Comments, White Spaces, Identifiers, Separators, Keywords, Reserved words, Variables, Data Types, Operators, Mathematical functions and constants, Expressions, Escape Sequences, Type Conversion and Casting

• INTRODUCTION TO APPLETS

How to write applets, HTML code for applets, applet viewer, paint() Method, drawstring, Option Pane , Applet Life cycle

• JAVA CONTROL STATEMENTS

Java Selection statements (if, if-else, switch), Loop Statements (while, do-while, for), nested loops, break and continue statements

• ARRAYS AND STRINGS

Array Variables, Defining arrays, Accessing Elements, Initializing arrays, Array Length, Multidimensional Arrays, Array of characters, Strings and common Operations on Strings

• INTRODUCING CLASSES INHERITANCE

General Form of a Class, Variables and Methods in Class Definition, Defining Methods, Declaring Objects, Returning a value, Parameter List, Constructors, Parameterized Constructors, this Keyword, Method overloading, Types of Arguments, Objects as parameters, Returning Objects, Access Specifies, Understanding static, Nested and Inner Classes, finalize method, Inheritance Basics, Member Access and Inheritance, Using Super, Multilevel Hierarchy, Method Overriding, Dynamic Method Dispatch, Abstract Classes

• PACKAGES AND INTERFACES

Understanding Packages, Defining a package, Packages and Directory Structure, Understanding CLASSPATH, Standard Packages, Importing Packages, Interfaces, Implementing Interfaces, Extending Interfaces, Multiple Interfaces, Anonymous Classes

• EXCEPTION HANDLING

Exception Handling Basics, Exception Types, Uncaught Exceptions, Using Try and Catch, Multiple Catch Clauses, Nested Try Statements, throw statement, throws clause, finally Block, Built-in Exceptions

• MULTITHREADINGINTRODUCING THE AWT AND JAVA GUI

Understanding threads, Class Thread, Thread Life Cycle, Priority, Synchronization, Run able Interface, AWT classes, Windows Fundamentals, Graphics Context, Color and Font Controls, Drawing Lines, Rectangles, Ovals etc, Labels, Buttons, Text Fields, Checkboxes etc, Event Handling, Layout Managers, Menu Bars, Dialog Boxes

• IMAGES, SOUND AND ANIMATION

Displaying Images, Image Observers, Media Tracker, Double Buffering, Playing Sound Clips, Sound API

Practical Work to be carried out:

- 1. Installation of Java, Basic Program Structure, Identifiers and Primitive data types
- 2. Demonstrating various operators in Java
- 3. Working with iterative structures
- 4. Working with conditional structures
- 5. Implementation of arrays
- 6. Implementing the concepts of encapsulation
- 7. Implementing the concepts of inheritance
- 8. Implementing the concepts of Polymorphism
- 9. Exception and Error Handling.
- 10. Demonstrating Threads and Multi Threaded Programming logics
- 11. Understanding I/O Fundamentals
- 12. Building GUI components
- 13. Applying various Layouts managers
- 14. Java Event handling.
- 15. Java Database Connectivity

Recommended Books:



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering

- H. M. Deitel, P.J. Deitel, "Java How To Program", Latest Edition, Prentice Hall
- Ivor Horton, "Beginning Java 2", Wrox Corp, Latest Edition.
- Patrick Naughton, Herbert Schildt, 'Java 2 : The Complete Reference'', Latest Edition.,Osborne/McGrawHill
- Joseph L. Weber, ":Special Edition Using Java 2 Platform", Prentice Hall India, Latest Edition.

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject :		Pakistan Studies (PS106)	
Discipline	:	Software Engineering (2 nd Semester)	
Effective	:	17SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	02 + 00 Marks: 50	
Minimum Contact H	lours:	30 + 00	

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Trace the Muslim Nationalism in South Asia and the creation of Pakistan	C2	6
2	Explore the Constitutional, Political and Diplomatic History of Pakistan	C2	12
3	Analyze the Geo-strategic importance of Pakistan and contemporary challenges to Pakistan	C2	7

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:		7	Environment and Sustainability:	\checkmark
2	Problem Analysis:		8	Ethics:	
3	Design/Development of Solutions:		9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:	\checkmark	12	Lifelong Learning:	\checkmark

Course outline:

The Historical Background of Pakistan

Evolution and growth of Muslim society in Subcontinent Muslim Revivalist and Reformist Movements The Factors that shaped the Muslim Nationalism in the Subcontinent The Factors that led birth to Pakistan Ideology of Pakistan with special reference to Allama Muhammad Iqbal and Quaid-e-Azam Muhammad Ali Jinnah Role of Sindh in Making of Pakistan History of Internal and External Affairs of Pakistan: The Constitutional and Political Developments in Pakistan (1947-1973) The Constitution of 1973; Salient Features and Amendments Political Development in Pakistan (1973 to date) Determinants of Foreign Policy of Pakistan Pakistan's Relations with Big Powers Contemporary Pakistan (Issues and Challenges): Geo-Strategic Significance of Pakistan Economic Potential and its Utilization

Challenges to National Security of Pakistan Internal Political, Economic and Legal Problems Futuristic Outlook of Pakistan

Books Recommended:

- Abdul Sattar, (2017), *Pakistan's Foreign Policy 1947–2016 A Concise History* (4th ed.), Karachi: Oxford University Press.
- Cohen Stephen, (2011), *The Future of Pakistan*. Washington: Brookings Institute Press.
- Hussian, Zahid, (2007), *Front line Pakistan: The Struggle with Militant Islam*, New York: I.B.Tauris.
- Jalal, Ayesha, (2014), *The Struggle for Pakistan: A Muslim Homeland and Global Politics*, The Belknap Press of Harvard University Press.
- Kazimi, M. R., (2008), A Concise History of Pakistan, Karachi: Oxford University Press.
- Khan, Hamid, (2017), *Constitutional and Political History of Pakistan* (3rd ed.), Karachi: Oxford University Press.
- Long, Roger D., (2015), A History of Pakistan, Karachi: Oxford University Press.
- Rais, RasulBakhsh, (2017), *Islam, Ethnicity, and Power Politics: Constructing Pakistan's National Identity*, Karachi: Oxford University Press.
- Riedel, Bruce, (2011), *Deadly Embrace: Pakistan, America, and the Future of Global Jihad*, Washington: Brookings Institute Press.
- Sayeed, K. B., (1960), Pakistan: The Formative Phase, Karachi: Oxford University Press.
- Talbot, Ian, (2014), *Pakistan: A New History*, Karachi: Oxford University Press.
- Wolpert, Stanley, (1997), Jinnah of Pakistan, Karachi: Oxford University Press.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 01 Resolution No. Resolution No. Dated: 26-03-2018 Dated: Dated:





Title of Subject	:	Professional Practices (SW-123)
Discipline	:	Software Engineering (2 nd Semester)
Effective	:	19 Batch & onwards
Pre-requisite	:	None
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination
		(20% Mid, 60% Final)
		Practical: 40% Sessional, 60% Final Examination
Credit Hours	:	03 + 0 Marks : 100
Minimum Contact Ho	ours:	45

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Explain moral responsibilities and obligations in their professional carrier.	C2	1
2	Make ethical decisions and to apply multi ethical ways in order to prevent and resolve any ethical dilemma in Professional life.	A3	6,8,12

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PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:
- 8 Ethics:9 Individual and Team Work:10 Communication:

Environment and Sustainability:

 \checkmark

 \checkmark

- 11 Project Management:
- \square 12 Lifelong Learning:

Course outline:

Computing Profession, Computing Ethics, Philosophy of Ethics. The Structure of Organizations, Finance and Accounting, Anatomy of a Software House, Computer Contracts, Intellectual Property Rights, The Framework of Employee Relations Law and Changing Management Practices, Human Resource Management and IT, Health and Safety at Work, Software Liability, Liability and Practice, Computer Misuse and the Criminal Law, Regulation and Control of Personal Information. Overview of the British Computer Society Code of Conduct, IEEE Code of Ethics, ACM Code of Ethics and Professional Conduct, ACM/IEEE Software Engineering Code of Ethics and Professional Practice. Accountability and Auditing, Social Application of Ethics.

Books Recommended:

- Professional Issues in Software Engineering by Frank Bott, Allison Coleman, Jack Eaton and Diane Rowland, CRC Press; Latest Edition (2000). ISBN-10: 0748409513
- **2.** Computer Ethics by Deborah G. Johnson, Pearson; Latest Edition (January 3, 2009). ISBN-10: 0131112414
- **3.** A Gift of Fire: Social, Legal, and Ethical Issues for Computing and the Internet (3rd Edition) by Sara Baase, Prentice Hall; Latest Edition (2008). ISBN-10: 0136008488
- **4.** Applied Professional Ethics by Gregory R. Beabout, University Press of America (1993). ISBN-10: 0819193747.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Database Systems (SW-215)
Discipline	:	Software Engineering (3 rd Semester)
Effective	:	18 Batch & onwards
Pre-requisite	:	Programming Fundamentals
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination
		(20% Mid, 60% Final)
		Practical: 40% Sessional, 60% Final Examination
Credit Hours	:	03 + 01 Marks: 100 +50
Minimum Contact	Hours:	45 + 45

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain the fundamental concepts of database	C2	1
	systems, functional dependencies, true essence		
	of data integrity and normalization.		
2	Use SQL statements including DDL, DCL,	C3	1
	DML, TCL, DCL for database definition and		
	manipulation.		
3	Using Procedural Language Extension of SQL.	C3	1
4	Designing & implementing properly structured	P3	5,9
	databases that match the standards based under		
	realistic constraints and conditions.		

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PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

7 Environment and Sustainability:

 \checkmark

- 8 Ethics:
- □ 9 Individual and Team Work:
 - 10 Communication:
- ☑ 11 Project Management:
- □ 12 Lifelong Learning:

Course outline:

• FILES AND DATABASE CONCEPTS

Traditional File Based System, Database Approach, Database Environment Roles, Advantages and Disadvantages of Database System, Three Level Architecture, Database Languages, Data Models and Conceptual Modeling, DBMS Functions, Multi-user DBMS Architecture, Data Dictionaries; Relational Model, Relational Integrity, Views, Codd Rule, Database Planning, Entity Relationship Modeling, Structural Constraints, ERD Model Problems, ERD Tools, Normalization, Anomalies, Functional Dependencies.

• INTRODUCTION TO MANAGING DATA

Characteristics of DBMS, Concept of RDMS & its characteristics, Codd's Law for RDBMS, Introduction to ORACLE Tools

• STRUCTURED QUERY LANGUAGE (SQL)

Interacting SQL*Plus, Data Manipulation in DBMS, the ORACLE Data types, Two Dimension Matrix creation, Insertion of Data into tables

• MANAGING TABLES

Select Statement and its supporting Clauses and with its various applications, Insertion of Data into Tables, Updating the Contents of Tables, Deletion Operations

• MODIFYING THE STRUCTURE OF TABLE

Adding & Modifying new and existing columns, Restrictions on the Alter tables, Removing tables, Deleting & Dropping tables

• DATA CONSTRAINTS

Column & Table level constraints, Primary & Foreign Key concepts, Application of other Data constraints

• ORACLE FUNCTIONS

Character Function, Numeric Functions, Date Functions, Single row Function, and Group functions.

• JOINING

Introduction to Joining, Equi-Join, Non-Equi join, self-joining, vertical joining (union, intersect and minus Clause)

• INDICATES, VIEWS AND SEQUENCES

Creating & mapping indexes, Application of views, creating & managing views & sequences.

• GRANTING PERMISSIONS

Permission on the objects, Granting permissions, Object privileges, Revoking permissions

• PL/SQL

Introduction to PL/SQL, PL/SQL execution environment, Block structure, ORACLE transaction

• ERROR HANDLING IN PL/SQL

Introduction, Declaring Exceptions, Implicit & Explicit Exceptions, Predetermined internal PL/SQL exceptions.

• CURSORS

Introduction to Cursors, Explicit cursor, implicit cursor, creating & Managing Explicit / Implicit Cursors, Attributes, Explicit & Implicit cursor Attributes cursor for loops.

• STORED PROCEDURES/TRIGGERS

Introduction, Internal structures, Deleting procedures, Advantages of procedures, Deleting stored procedures.

• STORED FUNCTIONS

Introduction, Internal structures, Deleting functions, Advantages of Functions, Deleting stored functions.

Practical Work to be carried out:

- 1 Installation of ORACLE.
- 2 Data Modeling.
- 3 Normalization.
- 4 Demoralization.
- 5 Database Connectivity.
- 6 SQL Injections and Prepared Statements.

- 7 Joins.
- 8 Sub-Queries.
- 9 Views and Indexes.
- 10 Access Control.
- 11 PL/SQL, control structure and data types.
- 12 Cursors
- 13 Exception Handling.
- 14 Stored procedures and Stored functions.
- 15 Project

Recommended Books:

- 1. Database Systems: A Practical Approach to Design, Implementation, and Management, Book by Carolyn E. Begg and Thomas M. Connolly Latest Edition.
- 2. Relational Database Management System: A Project-based Tutorial by Gerard Blokdyk, Latest Edition.
- 3. Oracle 11g with PL/SQL Approach by Cadcim Technologies , Sham Tickoo & Sunil Raina Latest Edition

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject	:	Data Structures & Algorithms (SW-212)	
Discipline	:	Software Engineering (3 rd Semester)	
Effective	:	18 Batch & onwards	
Pre-requisite	:	Programming Fundamentals	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	
		(20% Mild, 60% Filial)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	03 + 01 Marks : 100 +50	
Minimum Contact I	Hours:	45 + 45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain various data structures such as	C3	1
	arrays, lists, trees, graphs etc.		
2	Construct algorithms associated with each	C4	2
	data structure.		
3	Demonstrate the implementation of	P4	5
	algorithms programmatically.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge: \checkmark 7 $\boxed{}$ 8 2 Problem Analysis: 3
- Ethics: Design/Development of Solutions: □ 9 Individual and Team Work: 4 Investigation: 10 Communication: 5 \checkmark Modern Tool Usage: 11 Project Management: The Engineer and Society: 12 Lifelong Learning: 6 П

Environment and Sustainability:

П

Course outline:

- Fundamentals of data structures: An overview of computer programming,
- Data types, abstract data types, C/C++ background,
- Review of pointers, Pointer arithmetic, Pointer indirections
- Computational complexity of algorithms and their time-space analysis: •
- Running time calculations, asymptotic notations for algorithmic complexity analysis. •
- Lists Data Structure: Simple arrays, Linked lists, Linear search vs binary search •
- Lists Data Structure: Double linked lists, Circular linked lists. •
- Stacks & Queues: Sequential/array implementation of stacks and queues, •
- Linked list implementation of stacks and queues. •
- Arithmetic expressions: Polish notation, Recursion: Recursive implementation of stacks and • queues.
- Sorting: Bubble sort, Insertion sort, Selection sort. •
- Sorting: Merge sort, Quick sort, Counting Sort & Radix sort, Heap sort (tentative). •
- Trees: Data structure definition and generic implementation, Tree traversals and its • application, Binary tree, binary search tree, Expression trees, AVL trees.
- Huffman coding, B-Tree.
- Graphs: Adjacency matrix implementation, Linked list implementation •
- Graphs Search: Depth-first traversal of graphs, Breadth-first traversal of graphs, Shortest • distance algorithms

- Hashing and searching: Hashing techniques, Implementation of Hashing techniques
- Priority Queues: Binary Heap and its applications

Books Recommended:

- 1. Robert Lafore, "Data structures and Algorithm analysis in java", Latest Edition
- 2. Weiss Mark Allen, "Data structures & Algorithms Analysis", Latest Edition
- 3. Herbert Schildt, "The Complete Reference Java2", Latest Edition
- 4. Semour Lipschutz, "Data Structure", Schaum's outline series, Latest Edition
- 5. Data Structures and Algorithm Analysis in C by Mark Weiss. Addison Wesley; ISBN: 0-201-49840-5, latest edition.
- 6. Data Structures and Algorithm Analysis in C++ by Mark Weiss. Addison Wesley; ISBN 0321-44146-X, latest edition
- 7. Introduction to Algorithms, Thomas H. Cormen et al, latest edition

Practical Work to be carried out:

- 1 To become familiar with conditional and control structures in Java.
- 2 Implementation of Objects and classes.
- 3 Implementation of Arrays in Java
- 4 Implementation of Linear Search Algorithms.
- 5 Implementation of Binary Search Algorithms.
- 6 Implementation of Linked list.
- 7 Implementation of Queues.
- 8 Implementation of Stacks.
- 9 Implementation of Merge sort & Heap sort.
- 10 Implementation of Bubble sort, Quick Sort and insertion sort.
- 11 Implementation of Recursion.
- 12 Implementation of Trees.
- 13 Implementation of Graph.
- 14 Implementation of Binary tree traversals.
- 15 Case study

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject	:	Operations Research (SW-217)		
Discipline	:	Software Engineering (3 rd Semester)		
Effective	:	18 Batch & onwards		
Pre-requisite	:	Linear Algebra & Analytical Geometry		
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination		
		(20% Mid, 60% Final)		
Credit Hours	:	03 + 0	Marks : 100	
Minimum Contact	Hours:	45		

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Describe the fundamental concepts of	C2	1
	operations research and linear programming		
2	Examine sensitivity analysis for solving	C4	2
	business problems and use duality concepts.		
3	Adopt knowledge skills to optimize assignment	C5	3
	and transportation problems.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

Course outline:

• Introduction

Operations Research basic concept, applications, approaches

Linear Programming

Linear programming problem formulation, Blending Problem, Gruel Problem, Security Scheduling, Financial Planning

• Solving Linear Program using Graphical Method

Graphical Solution, Unbounded & Infeasible Problem, Changes in RHS, Active and Inactive Constraints, Sensitivity Analysis, Changes in objective function co-efficient, change in the right-hand side of constraints

• Simplex Method

Development of simplex method, application, advantages and limitations of simplex method, problems on simplex method

• The Dual Problem

Dual Problem, Conversion of Primal to Dual problems, Significance of Dual Problems

• Special Applications of Linear Programming

Transportation Problem, Solving Transportation Problem, Solving Transportation Problem, NWCM Method, Vogel Approach Method, Stepping Stone Method, Modified Distribution, Other Considerations, Degeneracy in Transportation Problem, Assignment Problem, Hungarian Method,

 \checkmark 7 Environment and Sustainability: \checkmark 8 Ethics: П \checkmark 9 Individual and Team Work: П 10 Communication: 11 Project Management: П Lifelong Learning: 12 Other Assignment Considerations, and Media Selection.

• Integer Programming

Integer Programming, Application of O-I Variables, An IP Warehouse Location Problem

Recommended Books:

- 1. G.D. Eppen "Introductory Management Science" Prentice Hall Publications, Latest Edition.
- 2. William Bernard Taylor "Introductory Management Science" Prentice Hall Publications, Latest Edition.
- 3. Hamdy A. Taha "Operations Research" BPB Publications.ei Han & Kamber M., Data Mining: Concepts & Techniques,Morgan Kaufman Publisher, Latest Edition.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Software Economics & Management (SW - 211)	
Discipline	:	Software Engineering (3 rd Semester)	
Effective	:	18 Batch & onwards	
Pre-requisite	:	Introduction to Software Engineering	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0 Marks : 100	0
Minimum Contact I	Hours:	45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain fundamentals of software economics	C3	1
	engineering by considering the basic but		
	important terminologies.		
2	Examine cost estimation methods by giving	C4	2,7,11
	careful attention towards economics lifecycle		
	and uncertainty.		

 \checkmark

 \checkmark

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

Course outline:

- Engineering Economics
 - \circ Role of engineers in business
 - Economic decisions v/s design decisions
 - o Large scale engineering projects and types of strategic economic decisions
 - Fundamental principles of engineering economics

• Interest Rate and Economic Equivalence

- \circ Interest: The Cost of Money
- Economic Equivalence
- o Development of Formulas for Equivalence Calculation
- Unconventional Equivalence Calculations
- Understanding Money and Its Management
 - Nominal and Effective Interest Rates
 - Equivalence Calculations with Effective Interest Rates and with Continuous
- Payments
 - o Changing Interest Rates
 - o Debt Management
 - Investing in Financial Assets
 - **Present-Worth Analysis**
 - Project Cash Flows
 - Initial Project Screening Methods: payback Screening and Discounted Cash
- Flow Analysis
 - Variations of Present-Worth Analysis

7	Environment and Sustainability	\checkmark
8	Ethics:	
9	Individual and Team Work:	
10	Communication:	
11	Project Management:	\checkmark
12	Lifelong Learning:	

- Comparing Mutually Exclusive Alternatives
- Annual Equivalent-Worth Analysis
 - Annual Equivalent-Worth Criterion
 - Capital Costs versus Operating Costs
 - Applying Annual-Worth Analysis
 - Life-Cycle Cost Analysis
 - Design Economics
- Rate-of-Return Analysis
 - o Rate of Return and Methods of Finding It
 - Internal Rate-of-Return Criterion
 - Mutually Exclusive Alternatives
- Cost Concepts Relevant to Decision Making
 - o General Cost Terms; Classifying Costs for Financial Statements
 - $\circ \quad \text{Cost Classifications for Predicting Cost Behavior}$
 - Future Costs for Business Decisions
 - Estimating Profit from Production
- Depreciation and Corporate Taxes
 - Asset Depreciation: Economic versus Accounting
 - Book and Tax Depreciation Methods (MACRS)
 - \circ Depletion
 - Income Tax Rate to be used in Economic Analysis
 - \circ $\;$ The Need for cash Flow in Engineering Economic Analysis
- Developing Project Cash Flows
 - Cost-Benefit Estimation for Engineering Projects
 - Developing Cash Flow Statements
- Project Risk and Uncertainty
 - Origins of Project Risk
 - Methods of Describing Project Risk: Sensitivity, Break-Even and Scenario Analysis
- Special Topics in Engineering Economics
 - o Replacement Decisions
 - Capital Budgeting Decisions
 - Economic Analysis in the Service Sector

Books Recommended:

- 1. Software Engineering Economics and Declining Budgets by Pamela T. Geriner, Thomas R. Gulledge, William P. Hutzler, Springer Verlag, (Latest Edition)
- 2. Estimating Software Costs: Bringing Realism to Estimating, Capers Jones, McGrawHill Osborne Media; (Latest Edition)
- 3. Software Cost Estimation and Sizing Methods, Issues, and Guidelines, Shari Lawrence Pfleeger, Rand Publishing, (Latest Edition)
- 4. Contemporary Engineering Economics by Chan S. Park, latest edition, Pearson, ISBN: 9780134105598
- 5. Engineering Economic Analysis by Donald G. Newnan, Jerome P. Lavelle, Ted G. Eschenbach, latest edition, Oxford University Press, ISBN: 978- 0199339273
- 6. Engineering Economy by Leland T. Blank and Anthony Tarquin, latest edition

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject	:	Software Requirement Engineering (SW216)	
Discipline	:	Software Engineering (3 rd Semester)	
Effective	:	18 Batch & onwards	
Pre-requisite	:	Introduction to Software Engineering	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0 Marks : 100	
Minimum Contact I	Ainimum Contact Hours: 45		

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Examine requirements engineering process and	C4	2
	analyze software for developments of cost		
	effective and efficient technical solutions.		
2	Design Software Requirement Specification	C5	3
	(SRS) document using clear and unambiguous		
	requirements.		
3	Interpret requirements of real world problems.	C6	4

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:		7	Environment and Sustainability:	
2	Problem Analysis:	\checkmark	8	Ethics:	
3	Design/Development of Solutions:	\checkmark	9	Individual and Team Work:	
4	Investigation:	\checkmark	10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

Introduction to Requirements Engineering, Software Requirements, classification of requirements, Requirements process, Levels/layers of requirements, Requirement characteristics, Analyzing quality requirements, Software requirements in the context of systems engineering, Requirement evolution, requirement traceability, requirement prioritization, trade-off analysis, risk analysis and impact analysis, Requirement management, interaction between requirement and architecture, Requirement elicitation, elicitation sources and techniques, Requirement specification and documentation, specification sources and techniques, Requirement Problems, Management of Requirements, Introduction to Management, Requirements Problems , Managing Requirements in an Acquisition Organization, Supplier, Organizations, Product Organizations

Books Recommended:

- 1. Wiegers K. &Beatty J., Software Requirements, Microsoft Press, Latest edition.
- 2. Elizabeth Hull, Ken Jackson and Jeremy Dick, Requirements Engineering, Springer-Verlag London Limited, Latest edition.
- 3. Chemuturi M., Requirements Engineering and Management for Software Development Projects, Springer New York, Latest Edition.

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019




Title of Subject	:	Computer Networks (SW226)		
Discipline	:	Software Engineering (4 th Semester)		
Effective	:	18 Batch & onwards		
Pre-requisite	:	None		
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination		
		(20% Mid, 60% Final)		
		Practical: 40% Sessional, 60% Final Examination		
Credit Hours	:	03 + 01 Marks: 100 +50		
Minimum Contact	Hours:	45 + 45		

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Describe basics of networks, internetworking	C2	1
	devices, layered network architectures and		
	routing protocols.		
2	Analyze features, services and operations of	C4	2
	various network, transport and application		
	layer protocols of communication stack.		
3	Solve network layer logical addressing	P3	3
	problems efficiently		
4	Configure and troubleshoot network devices.	P3	5
	Analyze network traffic and apply techniques		
	related to the design and analysis of computer		
	networks using simulation tools.		

 \checkmark

 \checkmark

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

Course outline:

- Internet: Definitions and protocols.
- Network core: packet/circuit switching, Internet structure.
- Principles of network applications: Web and HTTP.
- Electronic Mail: SMTP, POP3, IMAP.
- DNS: P2P applications.
- Transport-layer services: Multiplexing and demultiplexing.
- Connectionless transport: UDP.
- Principles of reliable data transfer.
- Connection-oriented transport: TCP Flow control and connection management.
- Principles of congestion control.
- TCP congestion control.
- Network Layer: Virtual circuit and datagram networks, routers.
- IP: Internet Protocol: Datagram format, IPv4 addressing, ICMP, IPv6.

- 7 Environment and Sustainability:
- 8 Ethics:
- \square 10 Communication:
- ☑ 11 Project Management:
- \Box 12 Lifelong Learning:

- Routing algorithms: Link state, Distance Vector, Hierarchical routing, Routing in the Internet, RIP, OSPF.
- Link Layer: Error Correction and Detection Techniques, Carrier Sense Multiple Access.

Practical Work to be carried out:

- 1 To work with with cable specification, installation and troubleshooting.
- 2 To design a peer to peer network.
- 3 To become familiar with use of Ping, Traceroute and tracert
- 4 To become familiar with the basic configuration of a switch using packet tracer software
- 5 Configure a network topology using packet tracer software
- 6 To become familiar with command line interface (CLI) and examining router interfaces, setting passwords and saving configuration files of routers.
- 7 To configure the STATIC routes between two routers and to configure the DEFAULT routes between two routers to allow data transfer without the use of dynamic routing protocols.
- 8 To configure the distance vector routing protocol on two routers.
- 9 To configure the RIP dynamic routing protocol on two routers.
- 10 To become familiar with subnetting concepts.
- 11 Solving network layer logical addressing problems efficiently
- 12 To configure the IGRP dynamic routing protocol on two routers.
- 13 To configure the EIGRP dynamic routing protocol on two routers.
- 14 To become familiar with network security.
- 15 Basic Access Control Lists.

Recommended Books:

- 1. Computer Networks and Internets with Internet Applications, Comer, Douglas E., Prentice-Hall Inc, Latest Edition.
- 2. CCNA INTRO self-study guide, CISCO, Latest Edition.
- 3. Data Communication and Networking, BEHROZ A. FOROUZAN. Latest Edition.
- 4. Data and computer communication, Williams Stallings, Latest Edition.
- 5. Computer networks with internet technology, William Stallings, Latest Edition.
- 6. Johnson, Allan. LAN Switching and Wireless, CCNA Exploration Labs and Study Guide (Lab Companion). Cisco Press, latest edition.
- 7. Rullan, John. Accessing the WAN, CCNA Exploration Labs and Study Guide (Lab Companion). Cisco Press, latest edition.
- 8. Kreigh, Jack. "CCIE Routing and Switching Lab Exam Prep." Latest edition

Approval:

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject	:	Data Warehousing (SW-228)			
Discipline	:	Software Engineering (4 th Semester)			
Effective	:	18 Batch & onwards	18 Batch & onwards		
Pre-requisite	:	Database Systems			
Assessment	:	Theory: 20% Sessional, 80% Written Semester	r Examination		
		(20% Mid, 60% Final)			
Credit Hours	:	03 + 0 N	farks: 100		
Minimum Contact	Hours:	45			

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain concepts, architectural design and	C3	1
	implementation of data warehouse		
2	Interpret business requirements and provide	C6	2,4
	their solutions		
3	Design and build data warehouse to match the	C5	3
	business requirements		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:
- \checkmark 7 Environment and Sustainability: \checkmark 8 Ethics: П \checkmark 9 Individual and Team Work: П \checkmark 10 Communication: 11 Project Management: П П 12 Lifelong Learning:

Course outline:

• Introduction to Data Warehousing

The Evolution of Data Warehousing; Purpose of developing Data Warehouse; Difference between Operational and Decision Support Systems; Data Warehousing; Features, benefits and applications of Data Warehouse; Data Marts & its types.

• Planning and Requirements

Planning your Data warehouse; Reasons for requirements; Interviewing for Requirements; Analyzing Legacy System

Logical & Physical Data Modeling

The Database: Heart of the Data Warehouse; Database Design Life Cycle; Designing for OLTP and Designing for Decision Support; Logical Database Design; Physical Database Design

• Denormalization & Dimensional Modeling

Denormalization, Data Marts, and Data Warehouses; Denormalizing Through Prejoins; Column Replication or Movement; Pre-aggregation; Dimensional Modeling: Star Schema, Snowflake Schema, and Fact Constellation Schema.

• Data Extraction, Transformation and Loading

ETL (Extract, Transform, Load) Process overview; ETL versus ELT; Data Extraction,

Transformation, Cleansing, Integration and Staging.

• Online Analytical Processing (OLAP) Implementation Techniques

Demand for OLAP; Major Features and Functions: Cubes, Hyper-cubes, Drill-Down and Roll-Up, Slice and Dice; OLAP Models: MOLAP, ROLAP, And HOLAP.

Recommended Books:

- 1. Paulraj Ponniah. "Data Warehousing Fundamentals", John Wiley & Sons, Latest Edition.
- 2. Thomas Connolly. "Database Systems", Latest Edition.
- 3. Jiawei Han & Kamber M., Data Mining: Concepts & Techniques, Morgan Kaufman Publisher, Latest Edition.
- 4. NCR Teradata University Program Guide, Latest Edition.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Introduction to Entrepreneurship and (Creativity (ENT121)
Discipline	:	Software Engineering (4 th Semester)	•
Effective	:	18 Batch & onwards	
Pre-requisite	:	Nil	
Assessment	:	Theory: 20% Sessional, 80% Written S	Semester Examination
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0	Marks: 100
Minimum Contact H	ours:	45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Use knowledge and practical skills for	C3	6,8
	managing business investments and fundraising		
	for startups.		
2	Implement entrepreneurship processes to	C3	7,12
	address startup challenges.		
3	Apply e-business strategies for firm growth.	C3	9,10

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:		7	Environment and Sustainability:	\checkmark
2	Problem Analysis:		8	Ethics:	\checkmark
3	Design/Development of Solutions:		9	Individual and Team Work:	\checkmark
4	Investigation:		10	Communication:	\checkmark
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:	\checkmark	12	Lifelong Learning:	\checkmark

Contents:

Introduction to Entrepreneurship, Nature and Importance of Entrepreneurship, types of entrepreneur, process of entrepreneurship. Recognizing Opportunities and Generating Ideas, finding gaps, process of generating creative ideas, Encouraging and protecting new ideas, protecting ideas from being lost and stolen, Feasibility Analysis, Industry and Competitor Analysis, Writing a Business Plan, Developing an Effective Business Model, Setting up the company, Process of financial management, Building a New-Venture Team, Getting Funding or Financing, Local Venture Capitalist or Business Angel, The Importance of Intellectual Property, E-business strategy, Preparing for and Evaluating the Challenges of Growth, Strategies for Firm Growth, Franchising, Selling, mergers

Recommended Books:

- Entrepreneurship: Successfully Launching New Ventures, 4th Edition. Bruce R. Barringer, Oklahoma State University R. Duane Ireland, Texas A&M University © (2012) |Pearson
- Innovation and Entrepreneurship, (2014) by Peter F. Drucker Harper Collins publishers UK
- "Patterns of Entrepreneurship", (2009) by Jack M Kaplan
- Naqi, Dr. S. M, (2007), Entrepreneurship A Recipe for Economic Development: Lahore, Naqi Hyder & Associates.
- Kuratko Donald F and Hodgetts (2001) Richard M, Entrepreneurship- A Contemporary Approach: New York, South-Western, Thomas Learning

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 10.03 Resolution No. 1.5 Resolution No. 93.4 Dated:29-03-2018 Dated:13-04-2018 Dated:17-09-2018

MEHRAN UNIVERSITY OF ENGINEERING & TECHNOLOGY, JAMSHORO DEPARTMENT OF TELECOMMUNICATION ENGINEERING

Entrepreneurship

Pre-requisites	NI
Co-requisite	NI
Course Code	88411
Semester	7th
Effective	17TL batch and onwards
Theory Marks	50
Practical Marks	0
Credit Hours	2 + 0
Minimum Contact Hours	28 + 0
Assessment (Theory)	20% sessional work, 20% mid-semester, 60% final examination

Course Objectives

The course aims to identify entrepreneurship in theory and its economic contribution, positive or negative, in practice. In particular, the course considers whether the policy intervention can encourage entrepreneurship activity and if so, how this may best be achieved.

Learning Outcomes

Upon completion of this course, students will be able to,

missing ...

Contents

- I. Foundations of Entrepreneurship
 - Concept of Entrepreneurship and Entrepreneur
 - Different forms of Entrepreneurship

II. Making the Possible Real

- Core of Entrepreneurship
- Entrepreneur and Entrepreneurship
- Characteristics of an Entrepreneur
- Essential skills for Entrepreneur
- Cognitive foundations of Entrepreneurship
- Entrepreneurial revolution

III. Entrepreneurship

- An evolving concept
- Understanding Entrepreneurial opportunities and industry analysis
- Developing corporate Entrepreneurship
- Innovation and the Entrepreneurship
- Minority Entrepreneurs
- Total quality management in Entrepreneurship
- Women Entrepreneurship

MEHRAN UNIVERSITY OF ENGINEERING & TECHNOLOGY, JAMSHORO DEPARTMENT OF TELECOMMUNICATION ENGINEERING

MEHRAN UNIVERSITY OF ENGINEERING & TECHNOLOGY, JAMSHORO DEPARTMENT OF TELECOMMUNICATION ENGINEERING

Recommended Books

- Entrepreneurship in Theory and Practice: Paradoxes in Play Suna Lowe Nielsen, Kim Klyver, Majbritt Rostgaard Evald, Torben Bager (2nd Edition, ISBN-10: 1785364472 or ISBN-13: 978-1785364471)
- Entrepreneurship: An Evidence-Based Guide Robert A. Baron (1st Edition, ISBN-10: 1781000395 or ISBN-13: 978-1781000397)
- Entrepreneurship: A Process Perspective Robert A. Baron, Scott A. Shane (2nd Edition, ISBN-10: 0324365586 or ISBN-13: 978-0324365580)
- Entrepreneurship Donald F. Kuratko, Richard M. Hodgetts (7th Edition, ISBN-10: 0324323417 or ISBN-13: 978-0324323412)
- Fundamentals of Entrepreneurship H. Nandan (3rd Edition, ISBN-10: 8120847501 or ISBN-13: 978-8120847502)

Approval:

Board of Studies, MUISTD Advanced Studies and Research Board Academic Council Res. No. <u>1.04</u> Res. No. <u>128.05</u> Res. No. <u>83.11</u> Dated: 17-03-2014 Dated: 29-04-2014 Dated: 30-05-2014





Title of Subject	:	Operating Systems (SW-225)		
Discipline	:	Software Engineering (4 th Semester)		
Effective	:	18 Batch & onwards		
Pre-requisite	site : Introduction to Information & Communication Technologies			
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination		
		(20% Mid, 60% Final)		
		Practical: 40% Sessional, 60% Final Examination		
Credit Hours	:	03 + 01 Marks: 100 + 50		
Minimum Contact	Hours:	45 + 45		

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Describe the core concepts of operating	C2	1
	system ,memory ,process and file		
	management.		
2	Determine the applications and principles	C3	1
	on which the core functions of the		
	operating systems are built on.		
3	Execute modern operating systems using	P4	5
	learned knowledge and skills.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:	
2	Problem Analysis:		8	Ethics:	
3	Design/Development of Solutions:		9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:	\checkmark	11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

- Basic Elements: Evolution of the Microprocessor, Instruction Execution.
- Interrupts: Interrupts and the Instruction Cycle, Interrupt Processing, Multiple Interrupts.
- Memory: The Memory Hierarchy, Cache Memory, Direct Memory Access.
- Operating System: Objectives and Functions, The Evolution of Operating Systems, Developments Leading to Modern Operating Systems.
- Virtual Machines: Virtual Machine Architecture.
- Multiprocessor and Multicore Organization: OS Design Considerations for Multiprocessor and Multicore.
- Processes: Process Definition, Process States, Process Description, Process Control, OS Execution.
- Processes and Threads: Types of Threads, Multicore and Multithreading.
- Principles of Concurrency.
- Mutual Exclusion, Hardware Support, Semaphores.
- Multi-Process Synchronization: Producer/Consumer Problem.
- Message Passing: Readers/Writers Problem.
- Deadlocks: Principles of Deadlock, Deadlock Prevention, Detection and Avoidance, An

Integrated Deadlock Strategy.

- Memory Management: Memory Partitioning, Paging, Segmentation, Virtual Memory, Hardware and Control Structures for Virtual Memory.
- Fetch Policy, Placement Policy, Replacement Policy, Resident Set Management, Cleaning Policy, Load Control.

Practical work to be carried out

- 1. Installation Procedure of Windows
- 2. To become familiar with Command Prompt
- 3. Working with Batch Files and Windows Power Shell
- 4. Getting familiar with Control Panel and Task Scheduler
- 5. Working with Windows File Protection and User Privileges
- 6. Becoming familiar with Network Manager and Windows File Sharing
- 7. Installing a Desktop Sharing Environment using SSH
- 8. Creating Ghost Installations and working with Utility Software
- 9. Installing a Linux Environment/Setting up a Virtual Environment for Linux
- 10. Getting familiar with Ubuntu GUI
- 11. Familiarization with some of the most frequently used Linux Commands
- 12. Introduction to Shell Scripting
- 13. Simulating CPU Scheduling Algorithms
- 14. Simulating Memory Management Techniques
- 15. Case Studies

RECOMMENDED BOOKS:

- 1. Operating Systems: Internals and Design Principles William Stallings, Latest Edition
- 2. Operating Systems: D. R. Choffnes, Harvey Deitel, and Paul Deite Latest Edition
- 3. Incorporating Unix and Windows Colin Ritchie, Latest Edition
- 4. Operating System Concepts, Abraham Silberschatz, Latest Edition
- 5. Silberschatz, P. B. Galvin and G. Gagne, "Operating System Concepts, Internals & Design Principles", latest Ed., Wiley.
- 6. William Stallings "Operating Systems: Internals & Design Principles", latest Ed., Prentice Hall.
- 7. S. Tanenbaum and A. S. Woodhull "Modern Operating Systems", latest Ed., Prentice Hall.

Approval:

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





П

Title of Subject	: Software Design and Architecture (SW-227)				
Discipline	:	Software Engineering (4 th Semester)			
Effective	:	18 Batch & onwards			
Pre-requisite	: Introd	uction to Software Engineering, Software Requirement Engineering			
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination			
		(20% Mid, 60% Final)			
		Practical: 40% Sessional, 60% Final Examination			
Credit Hours	:	02 + 01 Marks: 50+ 50			
Minimum Contact	Hours:	30 + 45			

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Examine software architecture, differentiate	C4	2
	architecture styles, methods for best use of		
	architecture		
2	Formulate design patterns to generate code for	C5	3
	different applications		
3	Evaluate the UML models of designed	C6	4
	softwares and compare them		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1 Engineering Knowledge: 7 Environment and Sustainability: 2 Problem Analysis: \checkmark 8 Ethics: \checkmark 3 Design/Development of Solutions: 9 Individual and Team Work: \checkmark 4 Investigation: 10 Communication: 5 Modern Tool Usage: 11 Project Management: The Engineer and Society: Lifelong Learning: 6 12

Course outline:

- Software Design Concepts, Design principles
- System design and software architecture
- Architectural design issues
- Software Architecture, Architectural Structures & Styles-,
- Architectural Patterns, Interactive systems with MVC architecture
- Middleware and service-oriented architecture
- Component based design and development
- Model driven development
- Object-Oriented Design with UML, Exploring inheritance and object composition
- Data design, Persistent layer design
- Functional Design
- User interface design
- Web applications design
- Mobile application design

Practical Work to be carried out:

1. Introduction to UML and to become familiar with use case diagrams

- 2. Class Diagram
- 3. Interaction diagrams
- 4. State Transition Diagram
- 5. Sequence diagram
- **6.** To implement Singleton Pattern
- 7. To implement Abstract Factory Pattern
- **8.** To implement Adapter Pattern
- 9. To implement Decorator Pattern
- **10.** To implement Observer Pattern
- **11.** To implement Iterator Pattern
- 12. CRC Modeling
- 13. Procedural design (Pseudo code)
- **14.** Procedural design (Decision table)
- 15. Case study

Recommended Books:

- 1. Software Architecture in Practice, Len Bass, Paul Clements, Rick Kaman, Pearson Addison (Text Book)
- 2. Software Architecture in Practice, Latest Edition
- 3. Evaluating Software Architectures: Methods and Case Studies.
- 4. Teach Yourself UML in 24 Hours, Joseph Schmuller, Latest Edition
- 5. Software Engineering, A Practitioner's Approach, Pressman R. S.& Maxim B. R., latest Edition, McGraw-Hill.
- 6. Object-Oriented Analysis, Design and Implementation, Brahma Dathan, Sarnath Ramnath, latest Edition, Springer, University Press.
- 7. Essential Software Architecture, Gorton I., latest Edition, Springer Verlag

Approval:

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



Title of Subject	:	Agent Based Intelligent Systems (SW-318)
Discipline	:	Software Engineering (5 th Semester)	_
Effective	:	17 Batch & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semes	ster Examination
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0	Marks: 100
Minimum Contact	Hours:	45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain basic principles of Agent based	C3	1
	Intelligent Systems, related theory and		
	terminology.		
2	To understand and analyze NLP and NLP based	C4	2
	techniques		
3	Create agent-based systems for different	C5	3
	computing problems.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

Engineering Knowledge: \checkmark 7 Environment and Sustainability: 1 \checkmark 2 Problem Analysis: 8 Ethics: П Design/Development of Solutions: \checkmark 3 9 Individual and Team Work: П 4 Investigation: Communication: 10 Modern Tool Usage: 5 11 Project Management: Π 6 The Engineer and Society: 12 Lifelong Learning:

Course outline:

INTRODUCTION

Agent based modelling Definitions, Agents, concept of Rationality, Structure and Types of Agents, intelligent Agents, Environment types & properties.

INTELLIGENT AGENT SYSTEMS

Problem Solving, Searching - Heuristics - Constraint Satisfaction Problems - Game playing.

NATURAL LANGUAGE PROCESSING

NLP basic, NLP applications and research areas, NLG, NLU, NLP problems and possible solutions, Analysis levels in NLP, NLP system and algorithms.

AGENTS AND UNCERTAINITY

Acting under uncertainty – Probability Notation-Bayes Rule and use - Bayesian Networks-Other Approaches-Time and Uncertainty-Temporal Models- Utility Theory - Decision Network – Complex Decisions.

INTELLIGENT AGENTS & NEURAL NETWORKS

Artificial Neural Networks, Characteristics of ANN, Topologies of ANN, Basic Learning Laws of **Recommended Books:**

- 1. Russell S.; Norvig P.; "Artificial intelligence A Modern Approach", Latest Edition, Prentice Hall.
- 2. Michael Wooldridge, "An Introduction to Multi Agent System", John Wiley Latest Edition.
- 3. Coppin B.; "Artificial Intelligence Illuminated", Latest Edition, Jones and Bartlett Publishers USA.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



Title of Subject	:	Communication and Presentation Skills (ENG-311)	
Discipline	:	Software Engineering (5 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination (20% Mid. 60% Final)	ion
		(20% Mild, 60% Final)	
Credit Hours	:	03 + 0 Marks: 100	
Minimum Contact	Hours:	45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Draft varied texts including formal letters, CV,	C3	10
	cover letter for jobs, and Technical Reports		
	using mechanisms of academic writing		
	integrated with paraphrasing and summarizing		
	techniques.		
2	Describe and infer the texts critically and apply	C2	9
	the knowledge in real life situations by		
	participating in public speaking acts and group		
	discussions.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Kn	owledge:		7	Environment and Sustainability:		
2	Problem Analysis:			8	Ethics:		
3	Design/Develop	oment of Solutions:		9	Individual and Team Work:	\checkmark	
4	Investigation:			10	Communication:	\checkmark	
5	Modern Tool U	sage:		11	Project Management:		
6	The Engineer an	nd Society:		12	Lifelong Learning:		
Cours	e outline:						
	Reading:	Text Analysis, critical th	ninkir	ıg			
		Skimming, scanning and detailed reading					
	Writing:	Academic Writing/Technical Report Writing					
		Drafting letters with different types of messages with different registers and					
	purposes, prepare CV's and covering letters according to job requirement						
	Listening: Listening Comprehensi						
		Formal and informal lec	tures	and j	presentations take notes	and	
	collect	specific information					
	Speaking:	Speaking in real life situ	ation	IS			
		Conversational strategies, elements of public speaking: Giving lectures and					
	presentation on specific topics						
		Ask questions and expla	in po	int of	f view in discussion		
	(Demonstrate turn taking technique)						

Recommended Books

Rise B. Axelrod and Charles R. Cooper,1996 *The Concise Guide to Writing technique*. Chilver.J,1992, *English For Business*(A functional approach 2nd Edition).DP Publiacations Ltd,London,Great Britian. Yate Martin,2004,*The Ultimate Job Search Letters Book*.Great Britian Herta A Murphy 1997 Effective Business Communications (7th Edition)

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. Resolution No. Resolution No. Dated: Dated: Dated:



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



Title of Subject	:	Human Computer Interaction (SW-317)	
Discipline	:	Software Engineering (5 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Written Semester E	Examination
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0 Ma	rks: 100
Minimum Contact	Hours:	45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Identify various interaction mechanisms and	C2	1
	purpose of a variety of interfaces along with		
	their application areas.		
2	Distinguish modules that cover the entire user-	C4	2
	centered design and evaluation process - from		
	understanding user needs, to designing interactive		
	systems that meet those needs.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:	
2	Problem Analysis:	\checkmark	8	Ethics:	
3	Design/Development of Solutions:		9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

• INTRODUCTION

The Human vision, Human Memory, reasoning and problem solving. Interaction models, frameworks and interaction styles, Contexts for HCI, Psychology of usable things, Processes for User-Centered Design, Metrics and Measures for Evaluation, Usability heuristics and principles of Usability testing, Physical capabilities, Cognitive and social models for interaction design,

• PARADIGMS FOR INTERACTION

Using design rules, Principles of good interaction design, Accessibility, Principles of GUI, Visual design elements, Data gathering, Task analysis, Prototyping, Help and user documentation, Internationalization.

• USABILITY

Usability inspection methods, Usability testing methods, New Interaction Technologies, Usability in practice, Visual Design and Typography, Icon Design, Ubiquitous, Augmented and Virtual Reality.

• EVALUATION TECHNIQUES AND SOCIAL ISSUES

Styles of evaluation, Evaluating the design and implementation, designing user support systems. Non-speech Sound, Handwriting Recognition Gesture recognition, Computer vision and Ubiquitous computing applications research.

Recommended Books:

- 1. Designing the User Interface: Strategies for Effective Human-Computer Interaction, Ben Shneiderman and Catherine Plaisant, 6th Ed, Pearson Inc, Latest Edition.
- 2. HUMAN-COMPUTER INTERACTION, Latest Edition Dix, Finlay, Abowd and Beale.
- **3.** User Interface Design and Evaluation Amazon by Debbie Stone, Caroline Jarret, Mark Woodroffe, and Shailey Minocha, Latest Edition.
- 4. Designing Interfaces: Patterns for Effective Interaction design *By Jennifer Tidwell*, Latest Edition.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Information Security (SW-316)	
Discipline	:	Software Engineering (5 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	Computer Networks	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Ex	xamination
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 00 Mar	ks: 100
Minimum Contact	Hours:	45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain the concept and knowledge of IS and	C2	1
	implementation of cryptography and related		
	techniques using information security concepts.		
2	Analyze enterprise level security by using	C4	2
	different hardware and software Security		
	solutions.		
3	Use Information security solution for an	C3	1
	organization in order to cope with their security		
	issues.		

 \checkmark

 \checkmark

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:
- Course outline:
 - Introduction to Information Security
 - Need for security
 - Legal, ethical and Professional issues in information security
 - Planning for security
 - Risk Management
 - Security technology: Access control, Firewalls and VPNs
 - Intrusion detection and prevention systems
 - Cryptography
 - Unintentional programming oversights, Malicious code, countermeasures
 - Browser attacks, Web attacks, E-mail attacks
 - Security in operating systems
 - Network security attacks and security counter measures
 - Security in databases
 - Cloud security tools and techniques

7	Environment and Sustainability:	
8	Ethics:	
9	Individual and Team Work:	
10	Communication:	

Π

- 11 Project Management:
- □ 12 Lifelong Learning:

• Physical security

Recommended Books:

- 1. Corporate Computer and Network Security by Raymond Panko, Prentice Hall, Latest Edition.
- 2. CISSP, Shon Harris, McGraw-Hill Osborne Media, Latest Edition.
- 3. Cryptography and Network Security, William Stallings, Prentice Hall, Latest Edition.
- 4. Principles of Information Security, Michael E. Whitman and Herbert J. Mattord, latest Edition, Cengage Learning.
- 5. Security in Computing, Pfleeger, C.P., Pfleeger, S.L. & Margulies, J., latest Edition, Prentice Hall.

Approval:

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject	:	Software Construction & Development (SW-315)	
Discipline	:	Software Engineering (5 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	Software Design and Architecture	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	02 + 01 Marks: 50 + 50	
Minimum Contact	Hours:	Jours: 30 + 45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Recognize the software engineering process	C4	2
	from basic to advanced level.		
2	Organize the intricacies of software deployment	C5	
	and configuration.		3
3	Use knowledge to develop, deploy and	P4	5
l	configure variety of softwares.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1Engineering Knowledge:□7Envi2Problem Analysis:☑8Ethic3Design/Development of Solutions:☑9Indiv
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:
- Environment and Sustainability: Ethics: Individual and Team Work: 10 Communication: \checkmark Project Management: 11 12 Lifelong Learning:

Course outline:

- Moving from design to implementation code
- Regular expressions and grammars, Parser generators
- Software Construction fundamentals
- Designing specifications
- Mutability and immutability
- Recursion and Abstract data types
- Abstraction functions and rep invariants
- Interfaces, Graphical user interfaces
- Recursive data types
- Concurrency, thread safety, Sockets and networking
- Queues and message passing, Locks and synchronization
- Code refactoring
- Exception handling
- Static checking and testing
- Code review

Practical Work to be carried out:

- 1 Software Development Methods
- 2 Class Diagram
- 3 Sequence Diagram
- 4 Object Diagram
- 5 Activity Diagram
- 6 Requirements gathering strategies
- 7 Development of SRS document
- 8 OOP paradigm
- 9 Agile Frameworks
- 10 OOAD optimization
- 11 Unit Testing
- 12 Integration Testing
- 13 Software Deployment
- 14 Configuration Management
- 15 Case study/Project

Recommended Books:

- 1. Introduction to Software engineering by Ian Sommerville. (Latest Edition)
- 2. Software Configuration management by Professor Hossein Saydian
- 3. Working with effectively with Legacy code by Michael C. Feathers. (Latest Edition)
- 4. Client-Centered Software Development, Allen B. Tucker, CRC Press, latest edition.
- 5. Software Essentials: Design and Construction, Adiar Dingle, CRC Press, latest edition.
- 6. Clean Code: A Handbook of Agile Software Craftsmanship, Robert C. Martin, Prentice Hall, latest edition.

Approval:

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject :		Statistics and Probability (MTH	[317)
Discipline	:	Software Engineering (5 th Semeste	er)
Effective	:	17SW & onwards	
Pre-requisite	:	None	
Assessment	:	Theory: 20% Sessional, 80% Write	ten Semester Examination
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Fin	al Examination
Credit Hours	:	03 + 00	Marks: 100
Minimum Contact H	Hours:	45 + 00	

Course Learning Outcomes (CLOs):

Upon successful completion of the course, the student will be able to:

CLO	Description	Taxonomy Level	PLO
1	Describe different statistical methods to obtain the measure of central values of a data and their interpretation	C4	2
2	Apply Probability and its rules. Different probability distributions and their uses	C4	2
3	Analyze Estimations and hypothesis along with regression and correlation analysis	C4	2

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1 Engineering Knowledge: 7 **Environment and Sustainability:** 2 \checkmark **Problem Analysis:** 8 Ethics: Π 3 Design/Development of Solutions: 9 Individual and Team Work: 4 Investigation: 10 Communication: 5 Modern Tool Usage: **Project Management:** П 11 П 6 The Engineer and Society: 12 Lifelong Learning:

Course outline:

Introduction: Nature and importance of statistics, descriptive and inferential statistics, population and samples.

Descriptive Measures: Measures of central tendency and measures of dispersions.

Probability: Introduction to probability, counting techniques, dependent and independent events, conditional probability, additive rule of probability. Contingency tables, joint and marginal probabilities, the multiplication rule, Bayes's theorem.

Probability Distribution: Concept of random variables, discrete and continuous probability distributions., Mean and variance of a random variables. Binomial and Poisson distributions, mean and variance of Binomial and Poisson distribution. Normal distribution, Standard normal distribution and inverse use of table of areas under the normal curve.

Sampling Distribution: Sampling distribution of means with replacement and without replacement, Central limit theorem.

Estimation of Parameters: Confidence interval of one population mean, estimation a population mean, estimating the difference between two population mean. The Chi-square distribution.

Tests of Hypothesis: Testing a statistical hypothesis, Type I & II error, one tailed and two tailed tests. Test concerning means and variances, testing the difference between two means, Good-ness of fit test.

Simple Regression and Correlation: Regression analysis by least squares method, testing the significance of the slope, simple correlation analysis, coefficient of correlation, testing the significance of coefficient of

correlation.

Books Recommended:

- M. Anwar Solangi; Statistical Methods and Estimations
- Ronald Walpole, Introductory Statistics Sher Muhammad Choudhry, Introduction to Statistics vol. I & II
- Iqbal Bhatti, Elements of Statistics
- Douglas C. Montgomery, Applied Statistics and Probability for Engineering.

Approval:

Board of Studies:	Resolution No. 01	Dated: 26-03-2018
Board of Faculty:	Resolution No. 3.1	Dated: 11-04-2018
Academic Council:	Resolution No. 17(ii)	Dated: 23-04-2018





Title of Subject	:	Data Science and Analytics (SW-326)	
Discipline	:	Software Engineering (6 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	Database Systems, Data Warehousing	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	
		(20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	03 + 01 Marks: 100 + 50	
Minimum Contac	t Hours:	45 + 45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Determine fundamental information to get	C3	1
	insight into the challenges with big data.		
2	Evaluate techniques for storing and process	C6	2,4
	large amounts of structured and unstructured		
	data		
3	Plan application of big data to get valuable	C5	3
	information on market trends		
4	Implement and deploy a sample project for	P3	5
	extracting useful information from a mid sized		
	dataset.		

 \checkmark

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 \checkmark

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PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- Investigation: 4
- Modern Tool Usage: 5
- The Engineer and Society: 6

7 Environment and Sustainability: 8 Ethics: 9 Individual and Team Work:

- \checkmark Communication: 10
- \checkmark 11 Project Management:
 - Lifelong Learning: 12

Course outline:

• Introduction to Big Data Analytics

- Data Analytics,
- Analytics for Business Intelligence
- Big Data Analytics
- Big Data Classifications
- Big Data for Cognitive Mobile Analytics.

Big Data Platforms

- Introduction to NOSQL databases 0
- Comparing NOSQL DBMS to relational DBMS 0
- Aggregate Data Model
- Big Data Model
- Comparing NOSQL and Relational data models 0

- o Big Data Stores
- Processing Data on Hadoop

• Big Data Modeling Techniques

- Denormalization, Aggregates, Joins
- General Modelling Techniques (Enumerable Keys, Dimensionality Reduction, Index table)

• Big Data Analytics using Machine Learning Algorithms

- Recommendation,
- Clustering,
- Classification,

0

Linked Big Data

- Graph Computing
 - Graph Analytics,
 - Graphical Models and Bayesian Networks,
 - Social and Information Networks
 - Basic Network Properties and Graphs
 - o Random Networks
 - Small-world and Scale-free Properties
 - Models of Network Formation
 - 0

• Big Data Visualization

- Data Exploration Components
- Techniques to Explore Data
- Tools for Exploratory Data Analysis
- Extrapolation of Data Analysis to Big Data, Techniques and Tools
- Data Visualization Techniques

Practical Work to be carried out:

- 1. Mongo DB for working with NOSQL
- 2. DDL, DML and Data Retrieval commands in Mongo DB
- 3. Hadoop File system
- 4. MapReduce Framework
- 5. Spark Basics and Running Spark Applications on Hadoop
- 6. PyCharm IDE for Python
- 7. Data types, Control structures and Functions in Python
- 8. Input/Output and Exceptions in Python
- 9. Python libraries for Data Sciences & Machine Learning (NumPy, SciPy and SciKit)
- 10. Linear Regression using SciKit
- 11. Supervised learning: Naïve Bayes and Support Vector Machines using SciKit
- 12. Unsupervised learning: Clustering using Sci Kit
- 13. Confusion Matrix and cross validation for Data Evaluation
- 14. R language, Data Structures, Manipulation, Functions.
- 15. Case Study: Working with real datasets for prediction and categorization tasks.

Recommended Books:

- 1. Thomas Erl, Wajid Khattak, Paul Buhler, Big Data Fundamentals: Concepts, Drivers and Techniques, Latest edition, Prentice Hall Publications
- 2. T. Fawcett and F. Provost, Data Science for Business: What you Need to Know about Data Mining and Data Analytic Thinking, Publisher: O'Reilly Media, Latest Edition

- 3. Ramesh Sharda, Dursun Delen, Efraim Turban, Business Intelligence and Analytics: Systems for Decision Support, Publisher: Pearson/Prentice Hall, Latest Edition
- 4. Wes Mc Kinney, "Python for Data Analysis", O'Reilly Media, Latest Edition

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Discrete Structures (SW-325)	
Discipline	:	Software Engineering (6 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	Operation Research	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination	on
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0 Marks: 100	
Minimum Contact Hours:		45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain the basics of discrete structures along	C3	1
	with their properties and applications.		
2	Solve problems involving Relations,	C4	2
	Combinatorics, Graphs, Recurrence Relations,		
	Trees, Mathematical Logic.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

Course outline:

Sets and Notation:

Defining sets, Set operations.

Induction:

Introducing induction, Strong induction, why is the induction principle true? Proof Techniques, Proofs by contradiction, direct proofs

Divisibility:

The division algorithm, Remainders, Greatest common divisors

Prime Numbers:

The fundamental theorem of arithmetic, the infinity of primes

Relations and Functions:

Ordered pairs, Relations, Kinds of relations, Creating relations, Functions

Mathematical Logic:

Propositions and predicates, Quantifiers, Negations, Logical connectives, Tautologies and logical inference

Binomial Coefficients:

Basic properties, Binomial theorem

Graphs:

Introduction, Common graphs, Kinds of graphs.

Trees:

Basic properties and spanning trees

Planar Graphs:

 \checkmark Environment and Sustainability: 7 \checkmark 8 Ethics: 9 Individual and Team Work: Communication: 10 Project Management: 11 П 12 Lifelong Learning:

Drawing graphs in the plane, Euler's formula, and Coloring planar graphs

Recommended Books:

- 1. Kenneth H. Rosen, Discrete Mathematics and Its Applications, Latest Edition.
- 2. Pace G.J.; Mathematics of Discrete Structures for Computer Science, Latest Edition.
- 3. Susanna S. Epp, Discrete Mathematics with Applications, Latest Edition

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Mobile Application Development (SW-327)
Discipline	:	Software Engineering (6 th Semester)
Effective	:	17 Batch & onwards
Pre-requisite	:	Operation Research
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination
		(20% Mid, 60% Final)
		Practical: 40% Sessional, 60% Final Examination
Credit Hours	:	03 + 01 Marks: 100 + 50
Minimum Contact Hours:		45 + 45

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain the basic concepts used in various	C3	1
	Mobile Application Development		
	Frameworks.		
2	Use mobile application components and	C4	2
	compare the different performance trade-offs		
3	Create mobile application solutions to real	C5	3
	world problems		
4	Develop mobile applications using current	P3	5
	software development environments		

 \checkmark

 \checkmark

 \checkmark

 \checkmark

7

8

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:
- Course outline:
 - Mobiles Application Development Platform
 - HTML5 for Mobiles;
 - Android OS Architecture
 - Framework and Application Development;
 - IOS: Architecture
 - Framework and Application Development;
 - Windows Mobile Architecture
 - Framework and Application Development;
 - Calling Built-in Applications using Intents;
 - Displaying Notifications; Components of a Screen;
 - Adapting to Display Orientation;
 - Managing Changes to Screen Orientation;
 - Utilizing the Action Bar;
 - Creating the User Interface;
 - Listening for UI Notifications; Views; User Preferences;

Environment and Sustainability: Ethics:

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- 9 Individual and Team Work:
- 10 Communication:
- 11 Project Management:
- 12 Lifelong Learning:

- Persisting Data; Sharing Data;
- Sending SMS Messages; Getting Feedback; Sending Email;
- Consuming Web Services Using HTTP;
 - Web Services: Accessing and Creating;
 - Displaying Maps;
 - Location-aware Applications;
- Publishing Android Applications; Deployment on App Stores;
- Mobile Platform Constraints; Emerging Technologies

Practical Work to be carried out:

- 1 Setting up the Development Environment for building Mobile Applications
- 2 Creating User Interfaces for Mobile Apps
- 3 Writing programs for Mobile Application
- 4 Working with Intents
- 5 Writing programs for reading sensors
- 6 Using Native google Maps and Geocoding
- 7 Using Concurrent programming in Mobile Applications
- 8 Making program to use Bluetooth
- 9 Working with Broadcast Receivers
- 10 Using Fragments, fragment lifecycle and fragment transactions
- 11 Programming Services
- 12 Writing program for SQLite Database to store and retrieve data
- 13 Integrating Facebook API with Mobile Apps
- 14 App packaging and publishing it to an app store
- 15 Case study/Project

Recommended Books:

- 1. Reto Meier.; "Professional Android Application Development", Latest Edition, Wrox publishers.
- 2. TommiMikonen; "Programming Mobile Devices an Introduction for Practitioners", Latest Edition, Wiley publishers, Latest Edition.
- 3. Professional Android application development, Reto Meier, Wrox
- 4. Programmer to Programmer, latest edition.
- 5. iOS Programming: The Big Nerd Ranch Guide, Conway, J., Hillegass, A., & Keur, C., latest Edition.
- 6. Android Programming: The Big Nerd Ranch Guides, Phillips, B. & Hardy, B., latest Edition

Approval:

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



Title of Subject	:	Software Project Management (SW - 322	
Discipline	:	Software Engineering (6 th Semester)	_
Effective	:	17 Batch & onwards	
Pre-requisite	:	Introduction To Software Engineering	
Assessment	:	Theory: 20% Sessional, 80% Written Seme	ster Examination
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0	Marks: 100
Minimum Contact	t Hours:	45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain principles of project lifecycle and how	C3	1
	to identify opportunities on relevant and		
	appropriate project scenarios.		
2	Critically evaluate and discuss the issues around	C6	2, 4
	project management and its application in the		
	real world.		
3	Incorporate project management techniques to	C5	6,9,11
	initiate, plan, execute and work in teams to		
	create a project plan for a project scenario that		
	includes key tasks, critical paths, dependencies		
	and realistic timeline.		

 \checkmark

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:
- **Course outline:**
 - Introduction to Software Project Management
 - Project Management concepts
 - Project Management Tools
 - PMI's Knowledge areas, PMI Framework
 - PMI Process Groups.
 - Understanding Organizations. Project Planning, Project Evaluation
 - Selection of an Appropriate Approach in Project
 - Software Effort Estimation, Activity Planning
 - Risk Management, Evaluating the Risks to the Schedule, Risk Control
 - Configuration Management and Maintenance
 - Environment for Configuration Control
 - Resource Allocation
 - Monitoring & Control
 - Review and Evaluation
 - Challenges of Outsourcing in Project Management

1	7		_
V	/	Environment and Sustainability:	
\checkmark	8	Ethics:	
	9	Individual and Team Work:	\checkmark
\checkmark	10	Communication:	
	11	Project Management:	\checkmark

12 Lifelong Learning:

Books Recommended:

- 1. Software Engineering- A practitioner's Approach by Rogers Pressman Latest Edition.
- 2. Software Project management, Bob Hughes and Mike Cottere Latest Edition
- 3. Information Technology Project Management, Schwalbe, K., latest Edition, Cengage Learning.
- 4. A guide to the project management body of knowledge (PMBOK guide), Project Management Institute Inc, latest Edition.
- 5. Software Project Management, Bob Hughes and Mike Cotterell, McGraw-Hill Education; latest Edition.

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering



Title of Subject	:	Technical & Business Writing (ENG302)	
Discipline	:	Software Engineering (6 th Semester)	
Effective	:	17 Batch & onwards	
Pre-requisite	:	Functional English	
Assessment	:	Theory: 20% Sessional, 80% Written Semester H	Examination
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0 Ma	rks: 100
Minimum Contact	t Hours:	45	

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Develop presentation skills; demonstrate	C3	2
	professional skills in discussion and offer		
	explanations using examples.		
2	Draft different types of texts such as Technical	C3	10
	Report, letters with different types of messages		
	involving different registers and purposes, CV		
	and Covering letter.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:			7	Environment and Sustainability:	
2	Problem Analysis:			8	Ethics:	
3	Design/Development of Solutions:			9	Individual and Team Work:	
4	Investigation:			10	Communication:	$\blacksquare \square$
5	Modern Tool Usa	ige:		11	Project Management:	
6	The Engineer and	Society:		12	Lifelong Learning:	
Cour	se outline:					
	Reading: Text Analysis, critical Skimming, scanning a		hinki d det	ing ailed	reading	
	Writing: Academic Writing/Te Drafting letters with d purposes, prepare CV		hnica fferer and	l Rep nt typ cover	ort Writing es of messages with different registe ring letters according to job requirer	ers and nent
	Listening: Listening Comprehens Formal and informal linformation		on cture	s and	presentations take notes and collect	specific
	Speaking: Speaking in real life si Conversational strateg presentation on specifi Ask questions and exp (Demonstrate turn taki		uatio es, el c topi ain p ng tec	ns emen cs oint c chniqu	ts of public speaking: Giving lectur of view in discussions ue)	es and
	_					

Recommended Books

Rise B. Axelrod and Charles R. Cooper,1996 *The Concise Guide to Writing technique*. Chilver,J,1992, *English For Business*(A functional approach 2nd Edition).DP Publications' Ltd,London,Great Britian. Yate Martin,2004,*The Ultimate Job Search Letters Book*.Great Britian

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 1 Resolution No. Resolution No. Dated: 03-10-2013 Dated: Dated:



Mehran University of Engineering and Technology, Jamshoro Department of Software Engineering

Title of Subject	:	Formal Methods in Software Engineering (SW-418)
Discipline	:	Software Engineering (7 th Semester)
Effective	:	F16 Batch & onwards
Pre-requisite	:	Discrete Structures
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination
		(20% Mid, 60% Final)
Credit Hours	:	03 + 0 Marks: 100
Minimum Contact	Hours:	45

COURSE LEARNING OUTCOMES:

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Identify what can and what cannot be expressed	C2	1
	by certain specification/modeling formalisms		
2	Transform formal specifications of object-	C4	2
	oriented system units, using the concepts of		
	method contracts and class invariants.		
3	Formulate connection between programs and	C5	3
	formal specifications that can be represented in		
	a program logic.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:	
2	Problem Analysis:	\checkmark	8	Ethics:	
3	Design/Development of Solutions:	\checkmark	9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:		11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

INTRODUCTION TO FORMAL METHODS

Introduction to the use of mathematical models for specification and validation, Finite state machine models, models of concurrent systems, verification of models, and limitations.

MODEL CHECKING

Analyzing well-formedness (e.g. completeness, consistency, robustness, etc.), Analyzing correctness (e.g. static analysis, simulation, model checking, etc.).

FORMAL LANGUAGES

Formal analysis, An introduction to Alloy and Alloy Analyzer, Sets, Sequences, Composite objects, Comparative Formal Methods, Proofs. Introduction to Object Constraint Language (OCL) and use of class variants, pre and post conditions on operations and model verification

FORMAL VERIFICATION METHODS

Unit level specification language for Java programs, a logic for verification of Java programs, verification of Java programs, in the sense that the implementation of a unit fulfills the specification.
Recommended Books:

- 1. Modern Formal Methods and Applications, Hossam A. Gabbar, Springer-Verlag Latest Edition.
- 2. Formal Software Development: From VDM to Java, Charatan, Quentin, and Aaron Kans. Palgrave Macmillan, Latest Edition
- 3. Object Modeling with the OCL: The Rationale behind the Object Constraint Language, edited by Tony Clark, Jos Warmer, Latest Edition

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Multimedia Communication (SW-416)
Discipline	:	Software Engineering (7 th Semester)
Effective	:	F16 Batch & onwards
Pre-requisite	:	Discrete Structures
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination
		(20% Mid, 60% Final)
		Practical: 40% Sessional, 60% Final Examination
Credit Hours	:	03 + 01 Marks: 100 + 50
Minimum Contact	Hours:	45 + 45

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain multimedia systems which incorporate	C3	1
	digital audio, graphics and video, pictures,		
	integration of media, multimedia authoring, and		
	delivery of multimedia.		
2	Discover techniques for data compression and	C4	2
	transmission, audio and video compression, 3D		
	modeling, and animation in multimedia.		
3	Practice the skills in planning, designing,	P5	5,9
	implementing and evaluating multimedia		
	projects. Manage problem solving skills in		
	assigned project related to interactive		
	multimedia application.		

 \checkmark

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

7 Environment and Sustainability:

 \Box

- - 9 Individual and Team Work:10 Communication:
- $\square 10 \quad \text{Communication:} \\ \square 11 \quad \text{Project Management}$
- ✓ 11 Project Management:
- \Box 12 Lifelong Learning:

Course outline:

• INTRODUCTION TO MULTIMEDIA

Multimedia applications and requirements, overview of multimedia systems, Characteristics, Challenges and components of multimedia system, Overview of MM software tools, MM authoring tools, their types and features, Organizing MM team.

• DEVICES FOR MM AND TEXT

Input and output devices, Connecting devices (SCSI, MCI, IDE), Compact Disc Technology (CAV and CLV) and Formats, Optical and CD storage media, Font editing and design tools, Hypertext and Hyperlinks, Integrating Text with Graphics and Videos.

• IMAGES

Bitmap and Vector graphics, Image file formats, Digitizing Real world Images, Image Processing software, Color models, Using Light sources and perspective.

• AUDIO

Sound, Computer manipulation of Sound, Digital Audio and Analogue Audio, MIDI, Audio file formats and Sampling, Digital audio and MIDI.

• VIDEO

Analogue Video and its standards (PAL, SECAM, NTSC), Digital Video and its standards (AVI, MPEG, QUICKTIME, MOV)

• VIDEO AND AUDIO COMPRESSION

Audio and video compression (e.g., JPEG, MPEG, H.26X, etc.), scalable coding, perceptual audio encoders. Performance comparison of coding algorithms, Algorithms for image and video processing.

• ANIMATION

Animation techniques, file formats and animation process, 3D drawing, modeling and surface rendering and its methods.

Practical Work to be carried out:

- 1 Introduction to Adobe Photoshop and learn to edit images in Photoshop.
- 2 Applying different layer styles to design glossy candy text effect using Adobe Photoshop.
- 3 Learn to design an awesome television icon from scratch using Adobe Photoshop.
- 4 Learn to design academic posters using Adobe Photoshop
- 5 Working with Animations in Adobe Photoshop
- 6 Introduction to Audacity and learn to apply editing operations and special effects on sounds.
- 7 Working with Text to speech converters
- 8 Working with Hit films Express
- 9 To become familiar with special effects in Hit films Express
- 10 To work with Google Sketch up
- 11 To work with frame by frame and tweening animation in flash.
- 12 To work with special effects in flash.
- 13 To work with scripting in Flash.
- 14 T work with character animation in Flash.
- 15 Details about your project consisting of software and tools used with comprehensive procedure.

Recommended Books:

- 1. Jeff Burger, "The Desktop Multimedia Bible", Addison Wesley Publishing Company, Latest Edition.
- 2. Vaughan, "Multimedia Making It work", Osborne Mc Graw Hill, Latest Edition.
- 3. Fred Halsall, "Multimedia Communications: Applications, Networks, Protocols, and Standards", Latest Edition.

Board of Studies:	Resolution No. 02	Dated: 29-08-2019
Board of Faculty:	Resolution No. 01	Dated: 07-10-2019
Academic Council:	Resolution No. 96.10	Dated: 07-10-2019





Title of Subject	:	<u>Software Re-Engineering (SW-415)</u>
Discipline	:	Software Engineering (7 th Semester)
Effective	:	F16 Batch & onwards
Pre-requisite	:	Introduction to Software Engineering, Software requirement
		Engineering, Software Economics and Management, Software Design
		And Architecture
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination
		(20% Mid, 60% Final)
Credit Hours	:	03 + 0 Marks: 100
Minimum Contac	t Hours:	45

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain the concepts and technique of software	C3	1
	re- engineering.		
3	Analyze problems associated with object	C4	2
	oriented software systems.		
2	Use reengineering techniques to maintain and	C5	3
	modify software systems		
4	Perform complex design reengineering and	C6	4
	reverse engineering problems.		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

 $\overline{\mathbf{A}}$ 1 Engineering Knowledge: 2 Problem Analysis: \checkmark Design/Development of Solutions: \checkmark 3 $\overline{\mathbf{A}}$ 4 Investigation: Modern Tool Usage: 5 The Engineer and Society: 6 Π

Course outline:

SOFTWARE RE-ENGINEERING: •

The Reuse Process, Describing Reusable Components, Management Issues

FUNDAMENTAL RE-ENGINEERING TECHNIQUES:

to modernize legacy systems including source code analysis, architecture recovery, and code restructuring, migration to Object Oriented platforms, migration to network-centric environments, and software integration,

SOFTWARE REFACTORING STRATEGIES: •

Forward and Reverse Engineering, program comprehension, source code transformation and refactoring strategies, software maintenance and re-engineering economics.

RE-ENGINEERING COST FACTORS: •

quality of the software, tool support, required data conversion, availability of expert staff for re-engineering

Recommended Books:

7	Environment and Sustainability:	
8	Ethics:	
9	Individual and Team Work:	
10	Communication:	
11	Project Management:	
12	Lifelong Learning:	

- 1. Re-engineering legacy software, David Lorge Parnas, Chris Birchall, Safari Books, Shelter Island, NY, Latest Edition
- 2. Reengineering, Priyadarshi Tripathy and Kshirasagar Naik, John Wiley & Sons, Inc. Latest Edition
- 3. Software Maintenance and Evolution: a Roadmap, K.H.Bennett and V.T Rajlich, The Future of Software Engineering, ACM Press, Latest Edition

Approval:

Board of Studies: Board of Faculty: Academic Council: Resolution No. 02 Resolution No. 01 Resolution No. 96.10 Dated: 29-08-2019 Dated: 07-10-2019 Dated: 07-10-2019





Title of Subject	:	Web Engineering (SW-417)			
Discipline	:	Software Engineering (7 th Semester)			
Effective	:	F16 Batch & onwards			
Pre-requisite	:	Programming Fundamentals			
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination			
		(20% Mid, 60% Final)			
		Practical: 40% Sessional, 60% Final Examination			
Credit Hours	:	03 + 01 Marks: 100	+50		
Minimum Contact	t Hours:	45 + 45			

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Outline fundamentals of Web technologies and	C3	1
	explain HTML, CSS and Javascript for client-		
	side web interfacing.		
2	Work with server-side languages to create	C5	3
	dynamic web applications.		
3	Host web applications and create databases to	P5	5,9
	store and process data proficiently		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:	
2	Problem Analysis:		8	Ethics:	
3	Design/Development of Solutions:	\checkmark	9	Individual and Team Work:	\checkmark
4	Investigation:		10	Communication:	
5	Modern Tool Usage:	\checkmark	11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

• Client Side Technologies & Responsive Web:

► HTML:

Text: headings, paragraphs, bold & italic, superscript & subscript, white space, line breaks & horizontal rules, visual editors & their code views, semantic markup, strong & emphasis, quotations, abbreviations & acronyms, citations & definitions, author details,

- Lists & tables: ordered lists, unordered lists, definition lists, nested lists, basic table structure, table headings, spanning columns, spanning rows, long tables
- **Links:** writing links, linking to other sites, linking to other pages on the same site, directory structure, relative urls, email links, opening links in a new window, linking to a specific part of the same page, linking to a specific part of another page
- **Images:** choosing images for website, storing images on site, adding images, height & width of images, where to place images in your code, aligning images, image dimensions, cropping images, image resolution, vector images, animated gifs, transparency
- **Forms:** form controls, form structure, text input, password input, text area, radio button, drop down list box, multiple select box, file input box, submit button, image button, html5: form validation
- **HTML5:** Semantic elements, multimedia elements, graphic elements, form elements and APIs

- CSS: External CSS, Internal CSS, Inline CSS, CSS selectors, Color, Foreground color, Background color, text, Typeface terminology, Size of type, Type scales, Units of type size, Bold, Italic, lowercase, Underline & strike, Letter & word spacing, Alignment, Vertical alignment, Indenting text, Styling links, boxes, Border, margin & padding, White space & vertical margin, Border width, Border style, Border Color, lists, tables and forms, Bullet point styles, Images for bullets, List shorthand, Table properties, images, Controlling sizes of images, Aligning images, Background images, repeating images, CSS selectors, Bootstrap framework.
- JavaScript: Variables, Operators, Functions, Document Object Model, Expressions and Control Flow in JavaScript, Looping, JavaScript Events, JavaScript Objects, JavaScript Arrays, Validating User Input with JavaScript, Regular Expressions

• Server Side Technologies:

- Introduction to PHP, Expressions and Control Flow in PHP, Operators, Conditionals, Looping, Implicit and Explicit Casting, PHP Functions and Objects, Including and Requiring Files, PHP Objects, PHP Arrays, Multidimensional Arrays, Array Functions, Date and Time Functions, File Handling, Form handling, Cookies, Sessions and Authentication
- Server Side Databases: MySQL Basics, Accessing MySQL, Indexes, MySQL Functions, Querying a MySQL Database with PHP
- Server Side MVC Framework: MVC Framework, PHP MVC Frameworks, Codeigniter Installation and Configuration, Creating Applications With Custom Codeigniter Controllers, Views and Models.

Practical Work to be carried out:

- 1 To understand HTML basics for developing web applications
- 2 To become familiar with HTML5 semantic and multimedia elements
- 3 To become familiar with Javascript basics for user interaction
- 4 To become familiar with CSS for styling web applications
- 5 To become familiar with Bootstrap styling framework
- 6 To become familiar with PHP basics and installation of web server
- 7 To become familiar with control structures and arrays in PHP
- 8 To become familiar with functions and form handling and file handling in PHP
- 9 To become familiar with AJAX for data fetching
- 10 To become familiar with sessions and cookie management in PHP
- 11 To become familiar with database connectivity using PHP
- 12 To become familiar with web services using PHP
- 13 To become familiar with Codeigniter PHP MVC Framework
- 14 To become familiar with Kubernetes environment and understand its basics
- 15 To understand basics of dockers for developing web applications

Recommended Books:

- 1. Jon Duckett, "HTML and CSS: Design and build web sites" (Wiley, Latest Edition)
- 2. Robin Nixon, "Learning PHP, MySQL & Java Script with jQuery, CSS & HTML5" (O'Rielly, Latest Edition).

Approval:

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Title of Subject	:	Cloud Computing (SW-425)			
Discipline	:	Software Engineering (8 th Semester)			
Effective	:	F16 Batch & onwards			
Pre-requisite	:	Operating Systems			
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination			
		(20% Mid, 60% Final)			
		Practical: 40% Sessional, 60% Final Examination			
Credit Hours	:	03 + 01 Marks: 100 +50			
Minimum Contac	t Hours:	45 + 45			

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain concepts of cloud computing and get	C3	1
	familiar with different cloud computing		
	technologies.		
2	Analyze the role of various technologies and	C4	2
	architectures (web services, JSPs, Servlets,		
	Spring Framework) for enterprise level		
	distributed applications		
3	Devise cloud environment on different platform	C5	3
	and deploy applications		
4	Design and develop cloud applications	P4	5

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

1	Engineering Knowledge:	\checkmark	7	Environment and Sustainability:	
2	Problem Analysis:	\checkmark	8	Ethics:	
3	Design/Development of Solutions:	\checkmark	9	Individual and Team Work:	
4	Investigation:		10	Communication:	
5	Modern Tool Usage:	\checkmark	11	Project Management:	
6	The Engineer and Society:		12	Lifelong Learning:	

Course outline:

Cloud Systems, Cloud Systems Characteristics, Goals and Challenges, Cloud Data, Cloud processing system, Resource brokerage, Resource monitoring, Load balancing Resource clustering, Distributed Data Bases, Distributed Transactions, Connections Pooling, Types of Cloud Computing, SaaS, PaaS and IaaS, Sample Applications, Grid Computing & Parallel Processing, Grid v/s Cluster Computing, Application Servers, Enterprise Technologies, Enterprise Architecture & Platform, Enterprise Development Issues.

THREADS AND PARALLELISM

Storage elements, Flynn's Taxonomy, Levels of Parallelism, Multithreading, Thread Programming Models, Thread synchronization: Event synchronization, Asynchronous v/s Synchronous Operations, Blocking, Deadlocks and Timeouts.

DISTRIBUTED COMPUTING USING RMI

The RMI Architecture: (The Stubs and Skeleton Layers, Remote Reference Layer, Transaction Layer), Locating Remote or Distributed Objects, Passing Method Parameters (Primitive and Object Parameters), Object Parameters and Serialization, Distributed Garbage Collector Application Development using RMI:

Defining Remote Interface, Implementing Remote Interface, Writing Client Object, Generating Stubs & Skeletons, Running Clients & Server, Registering Distributed Object.

RMI OTHER CONSIDERATIONS AND CORBA

RMI over IIOP, RMI Callbacks, CORBA, CORBA vs. RMI-IIOP

NAMING & DIRECTORY SERVICES

Introduction to Naming & Directory Services, Introduction to Java Naming & Directory Services (JNDI) & LDAP, Storing & Searching the Distributed Objects using JNDI & LDAP.

DISTRIBUTED DEVELOPMENT USING JEE

Spring Framework Architecture and Modules Spring MVC lifecycle, Directory structure, Sample application, Application Development using Spring MVC: Applications using Multiple View Pages, Multiple Controllers, Model Interface, Introduction to Spring JDBC Template and Sample application using CRUD.

VIRTUALIZATION AND PRIVACY IN CLOUD COMPUTING

Implementing virtualization in cloud computing environment. Identifying security and privacy issues in cloud computing

Practical Work to be carried out:

- 1 To work with Remote Method Invocation (RMI) API
- 2 To work with Remote Method Invocation (RMI) Object Serialization
- 3 To work with Remote Method Invocation (RMI) Callbacks
- 4 To work with RMI-IIOP
- 5 To implement multithreading
- 6 To work with MVC architecture for Enterprise level applications
- 7 To implement preserving user state in distributed applications
- 8 To work with Spring framework
- 9 To work with JDBC template of Spring framework
- 10 To work with cloud computing using Microsoft Azure
- 11 To work with Amazon web services (AWS)
- 12 Develop distributed applications using Amazon web services
- 13 To become familiar with Amazon's AWS Identity Management and Security in the Cloud
- 14 To make Amazon's RESTFul WebServices
- 15 Case study

Recommended Books:

- 1. Cloud Computing: Concepts, Technology & Architecture 2013 (The Prentice Hall Service Technology Series by Thomas Erl), Latest Edition
- 2. Cloud Computing: From Beginning to End Paperback by Mr. Ray J Rafaels, Latest Edition
- 3. Distributed systems: Principles and Paradigms by Andrew S. Tanenbaum, Latest Edition

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Title of Subject	:	Simulation and Modeling (SW-424)	
Discipline	:	Software Engineering (8 th Semester)	
Effective	:	F16 Batch & onwards	
Pre-requisite	:	Linear Algebra, Statistics and probability	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examina	tion
		(20% Mid, 60% Final)	
Credit Hours	:	03 + 0 Marks: 10)0
Minimum Contact	Hours:	45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain the model classification at different	C3	1
	levels.		
2	Incorporate learned knowledge to formulate and	C5	4
	predict the effects simulated models.		
3	Evaluate the simulation results of a medium	C6	3
	sized engineering problem.		

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PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- 1 Engineering Knowledge:
- 2 Problem Analysis:
- 3 Design/Development of Solutions:
- 4 Investigation:
- 5 Modern Tool Usage:
- 6 The Engineer and Society:

7 Environment and Sustainability: 8 Ethics: Π 9 Individual and Team Work: 10 Communication: Π 11 Project Management: 12 Lifelong Learning:

Course outline:

• INTRODUCTION

Introduction, Simulation Modeling and Analysis, Other Types of Simulation Models, Purposes of Simulation, Advantages to Simulation, Disadvantages to Simulation, Basic Simulation Concepts, Additional Basic Simulation Issues

• SIMULATION EXAMPLES

Simulation of a Single-Server Queuing System, Simulation of an Inventory System Problem Statement, Program Organization and Logic, Program, Simulation Output and Discussion,

• SIMULATION SOFTWARE

Introduction, Comparison of Simulation Packages with Programming Languages, Classification of Simulation Software, Desirable Software Features, General-Purpose Simulation Packages, Object-Oriented Simulation, Examples of Application-Oriented Simulation Packages.

• RANDOM NUMBER GENERATION

Properties of Random Numbers, Generation of Pseudo-Random Numbers, Testing for Randomness, Pitfalls

• RANDOM VARIATE GENERATION

General Approaches to Generating Random Variates (Inverse Transform, Direct Transform, Convolution, Accept-Reject), Generating Continuous Random Variates, Generating Discrete Random Variates

• INPUT MODELING

Collecting Data, Identifying Distribution, Histograms, Parameter Estimation, Goodness-of-Fit, Selecting Input Model without Data

• VERIFICATION AND VALIDATION OF SIMULATION MODELS

Model Building, Verification, and Validation, Verification of Simulation Models, Calibration and Validation of Models

• OUTPUT ANALYSIS

Types of Simulations with Respect to Output Analysis, Stochastic Nature of Output Data, Measures of Performance, Output Analysis for Termination Simulations, Output Analysis for Steady-State Simulations

Recommended Books:

- 1. Averill M Law, Simulation modeling and analysis, Latest Edition.
- 2. Christopher A Cheng, Simulation Modeling Handbook, A practical approach, CRC press latest edition.
- 3. Frank L. Severance, "System modeling and simulation", John Wiley and Sons Ltd, Latest Edition.
- 4. Bungartz, H.-J., Zimmer, S., Buchholz, M., Pflüger, D., Modeling and Simulation, Springer-Verlag, Latest Edition.

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Title of Subject	:	Software Quality Engineering (SW-426)	
Discipline	:	Software Engineering (8 th Semester)	
Effective	:	F16 Batch & onwards	
Pre-requisite	:	Formal Methods in Software Engineering, Software Re-engineering	
Assessment	:	Theory: 20% Sessional, 80% Written Semester Examination (20% Mid, 60% Final)	
		Practical: 40% Sessional, 60% Final Examination	
Credit Hours	:	03 + 01 Marks: $100 + 50$	
Minimum Contact	Hours:	45 + 45	

Upon successful completion of the course, the student will be able to:

CLOs	Description	Taxonomy level	PLO
1	Explain basics of software quality assurance	C3	1
	and testing fundamentals		
2	Analyze different scenarios to grasp working	C4	2
	mechanism of various testing techniques		
3	Construct Test cases and perform testing on	P4	5
	various applications using Modern Tools		

PROGRAM LEARNING OUTCOMES (PLOs):

The course is designed so that students will achieve the following PLOs:

- Engineering Knowledge: 1
- 2 Problem Analysis:
- \checkmark 7 Environment and Sustainability: \checkmark 8 Ethics: П Design/Development of Solutions: Individual and Team Work: 9 10 Communication: Project Management: \checkmark 11 12 Lifelong Learning:
- Investigation: 5 Modern Tool Usage:
- The Engineer and Society: 6

Course outline:

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- Introduction to Software Quality and Quality Engineering •
- Software quality factors and attributes, software quality models •
- **SQA** Process Implementation Activities •
- SQA plan and project plan •
- Software inspections, Software reviews, Inspection checks and metrics •
- Software testing concepts, issues and techniques, Software testing lifecycle •
- Software quality metrics, product metrics, process metrics •
- Test Planning Process, Testing documentation •
- Software testing techniques, Testing philosophies •
- Testing strategies, Model based testing, •
- Software testing techniques, Testing using models, •
- Domain and combinatorial testing, •
- Unit and integration testing, Acceptance testing, •
- Test automation •
- Open issues on software testing •

Practical Work to be carried out:

- 1 Validation and verification
- 2 Developing test cases
- 3 Application of Black box testing
- 4 Applying OO testing strategies
- 5 Unit testing using JUnit
- 6 Creating test suites using JUnit
- 7 Creating Mocks using in Mockito
- 8 Integration testing
- 9 Coding and testing cross reference
- 10 Web Functional Testing using Selenium
- 11 Application of formal methods
- 12 Producing log Using Log4J
- 13 Working with performance testing
- 14 Working with load testing
- 15 Case study

Recommended Books:

- 1. Software Engineering, Practitioners Approach, Roger S. Pressman, Mc.Graw Hill Inc, Latest Edition.
- 2. Foundation of Software Testing, Dorothy Graham, Cengage Learning EMEA Publishers, Latest Edition.
- 3. Software Quality: Concepts and Practice, Daniel Galin, John Wiley & Sons, latest edition
- 4. Introduction to Software Testing, Paul Ammann and Jeff Offutt, latest Edition, Cambridge University Press.
- 5. Introduction to Software Quality, Gerard O'Regan, Springer International, latest edition.

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