

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Lesson Plan & Work-done Diary for AY: 2026-27, ODD Semester

Course with Code: Software Engineering & Project Management –BCS501				Faculty: Ms.Kavyashree B L			Semester & Section: V	
Class No.	Date planned (DD/M M)	Topics to be covered	TLP Planned	Class No.	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
MODULE-1								
1		The nature of Software, The unique nature of WebApps,	PPT and Videos	1				
2		Software Engineering, The software Process	PPT and Videos	2				
3		Software Engineering Practice, Software Myths.	PPT and Videos	3				
4		Process Models: A generic process model	Group Activity	4				
5		Process assessment and improvement	PPT and Videos	5				
6		Prescriptive process models: Waterfall model	Group Activity	6				
7		Incremental process models, Evolutionary process models,	PPT and Videos	7				
8		Concurrent models, Specialized process models	PPT and Videos	8				

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9		Unified Process	PPT and Videos	9				
10		Personal and Team process models	Group Activity	10				

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MODULE-2								
11		Understanding Requirements: Requirements Engineering	PPT	11				
12		Establishing the ground work,	chalk &Talk	12				
13		Eliciting Requirements	PPT	13				
14		Developing use cases, Building the requirements model	Demo +chalk &Talk	14				
15		Negotiating Requirements, Validating Requirements.	Chalk &Talk	15				

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16		Requirement Analysis,	Demo+ chalk &Talk	16				
17		Scenario based modeling,	Chalk &Talk	17				
18		UML models that supplement the Use Case	Chalk &Talk	18				
19		Data modeling Concepts,	Chalk &Talk	19				
20		Class- Based Modeling.	PPT and Videos	20				
21		Requirement Modeling Strategies : Flow oriented Modeling	Group Activity	21				
22		Behavioral Modeling.	Group Activity	22				
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MODULE-3								
23		Agile Development: What is Agility?,	PPT and Videos	23				
24		Agility and the cost of change	chalk &Talk	24				
25		What is an agile Process?	Group Activity	25				

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26		Extreme Programming (XP)	PPT and Videos	26				
27		Other Agile Process Models	Group Activity	27				
28		A tool set for Agile process .	chalk &Talk	28				
29		Principles that guide practice: Software Engineering Knowledge	chalk &Talk	29				
30		Core principles	PPT	30				
31		Principles that guide each framework activity	chalk &Talk	31				

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MODULE-4								
32		Introduction to Project Management: Introduction, Project and Importance of Project Management,	Chalk& Talk	33				
33		Contract Management, Activities Covered by Software Project Management	Chalk& Talk	34				

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34		Plans, Methods and Methodologies, Some ways of categorizing Software Projects	Chalk& Talk	34				
35		Stakeholders, Setting Objectives, Business Case	Chalk& Talk	35				
36		Project Success and Failure, Management and Management Control	Demo +chalk &Talk	36				
37		Project Management life cycle, Traditional versus Modern Project Management Practices	Demo + chalk &Talk	37				
38		Project Evaluation: Evaluation of Individual projects	Demo+ chalk &Talk	38				
39		Cost-benefit Evaluation Techniques, Risk Evaluation	Chalk& Talk	39				

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MODULE-5								
40		Software Quality: Introduction, The place of software quality in project planning	PPT, Chalk & Talk	40				
41		Importance of software quality	Chalk& Talk	41				

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42		Defining software quality	PPT, Chalk& Talk	42				
43		Software quality models, product versus process quality management	Chalk& Talk	43				
44		Software Project Estimation: Observations on Estimation	PPT, Chalk& Talk	44				
45		Decomposition Techniques, Empirical Estimation Models.	PPT, Chalk& Talk	45				

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	Activity	Planned	Actual	Remarks
1	Theory Classes	45		
2	Assignments/Quizzes/ Self-study	2		
3	Tutorials/ Extra classes	-		
4	Internal Assessments	3		
5	ICT based Teaching (% of usage in Curriculum)	100%		
Planning			Execution	
Faculty Signature:			Faculty Signature:	
HoD Signature:			HoD Signature:	