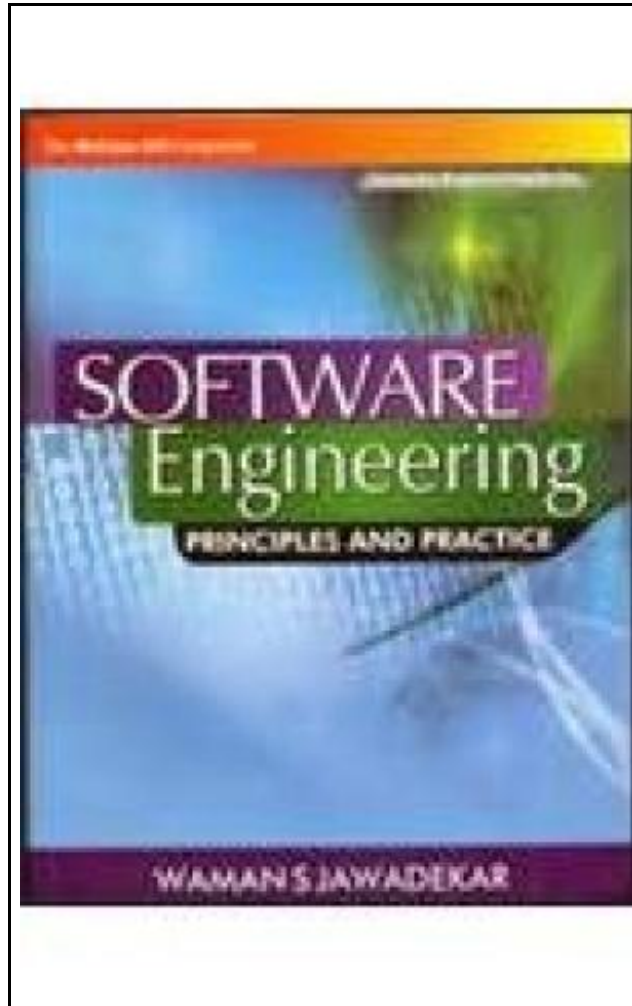# Software Engineering: Principles and Practice

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Reviews

An exceptional ebook along with the typeface employed was intriguing to see. It really is simplistic but surprises within the fifty percent of the ebook. It is extremely difficult to leave it before concluding, once you begin to read the book.
(Brian Miller)

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Tata McGraw-Hill Education Pvt. Ltd., 2004. Softcover. Book Condition: New. First edition. The book has been written according to the syllabus prescribed by the Directorate General of Employment and Training for the Craftsman Training Scheme and the Apprenticeship Training Scheme for the Electrical Trades (Electrician, Wireman and Lineman). The first volume covers what should be taught in the first year. The language is very simple and the concepts are explained with the help of clear illustrations. The theory is supported by practical applications of the concepts. A number of solved examples have been provided. At each chapter end is a set of unsolved numerical problems and review questions. Answers to these have been provided. These review questions are taken from the examination papers of the National Council for Vocational trades and from the All India Skill Competitions. This book will help trainees and apprentices prepare themselves for the final examination and for the job interviews. Table of contents PART I: BASICS OF SOFTWARE ENGINEERING Chapter 1 Introduction to Software Engineering Chapter 2 Software Estimation: Size, Effort and Cost Chapter 3 Software Risk Management Chapter 4 Quality Engineering for Software Quality Assurance Chapter 5 Software Engineering Tools Chapter 6 CASE STUDY: DVD Entertainment Ltd. (DEL) PART II: SOFTWARE ENGINEERING: TRADITIONAL APPROACH TO SOFTWARE SYSTEM DEVELOPMENT Chapter 7 Systems Analysis Chapter 8 Systems Design Chapter 9 Introduction to Database Design Chapter 10 User Interface Design Chapter 11 Procedural Design and Use of Reusable Components Chapter 12 CASE STUDY: DVD Entertainment Ltd. (DEL) PART III: OBJECT ORIENTED SYSTEMS ANALYSIS AND DESIGN (OOSAD) Chapter 13 Object Orientation and Object Basics Chapter 14 The Unified Approach and Unified Modeling Language (UML) Chapter 15 Object Oriented Analysis (OOA) Chapter 16 Object Oriented Design (OOD) Chapter 17 OODBMS: Object Store and DBMS Chapter 18 CASE STUDY: DVD...

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