

1.	Title of the course	Software Engineering Laboratory
2.	Course number	CS302P
3.	Structure of credits	0-0-3-2
4.	Offered to	UG
5.	New course/modification to	Modification To CS3294/8
6.	To be offered by	Department of Computer Science and Engineering
7.	To take effect from	July 2022
8.	Prerequisite	Nil
9.	<b>Course Objective(s):</b> To gain hands-on experience on the design and development of a reasonably complex software system through application of software engineering knowledge and skills.	
10.	<b>Course Content:</b> Design, development and deployment of a reasonably complex software system over multiple iterations; Application of software engineering concepts and knowledge such as requirements engineering, software architecture, design, development and testing; Usage of technology frameworks and tools for software development; Exposure to real world software development environment under constraints of uncertain requirements and deadlines.	
11.	<b>Textbook(s):</b> 1. Sommerville I, <i>Software Engineering</i> , Pearson Education (2017).	
12.	<b>Reference(s):</b> 1. Fowler M, <i>Refactoring: Improving the Design of Existing Code</i> , Addison-Wesley Professional (2018). 2. Martin R C, <i>Clean Code: A Handbook of Agile Software Craftsmanship</i> , Prentice Hall (2008). 3. Martin R C, <i>Agile Software Development, Principles, Patterns, and Practices</i> , Pearson Higher Education (2013).	