



Software Engineering

Review

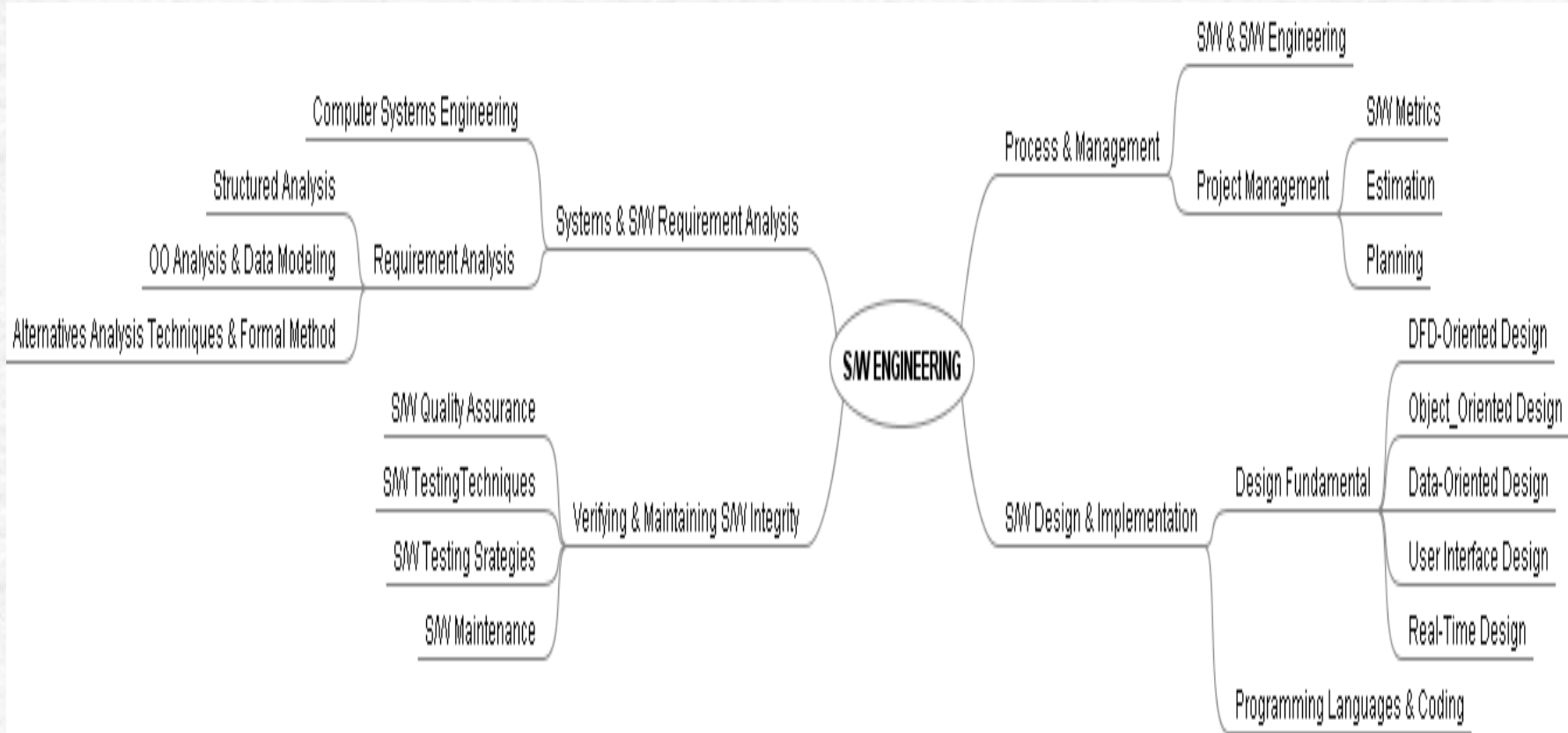
Semester Genap, 2012

A Generic View of Software Engineering

Three generic phases

- Definition: **what** we are going to build
 - System analysis
 - Project planning
 - Requirement analysis
- Development: **how** we build it
 - Software design
 - Coding
 - Software testing
- Maintenance: how we adapt to **changes**
 - Correction
 - Adaptation
 - Enhancement

Description



Materi Kuliah

Cakupan Materi

- Pengantar: pemahaman software dan software engineering - 1 wk
- Process Model - 1-2 wk
- Software requirement analysis - 2-3 wk
- Software design - 3 wk
 - Object oriented design
- Implementation - 2 wk
 - Object oriented programming
- Testing and mainenance - 2 wk

Silabus

Topik	Deskripsi Materi
Introduction	Pemahaman software dan software engineering; Proses pembentukan software; kategori aplikasi
Process Model	Model proses perangkat lunak; The waterfall model; incremental process; RAD model; Evolutionary process models (prototyping & the spiral model).
SW requirement analysis	Analisis persyaratan; prinsip-prinsip analisis; prototyping; spesifikasi; pemodelan data; pemodelan fungsional; pemodelan perilaku;
SW design	Konsep dan prinsip desain; metode desain; komponen object model (use case, class diagram, activity diagram); UML;
Implementation	Aspek-aspek Object oriented programming;
Testing and Maintenance	Teknik pengujian perangkat lunak; strategi pengujian perangkat lunak

Referensi

Referensi

- Pressman, Roger S (2005). *Software Engineering, A Practitioner's Approach*. Sixth Edition. Singapore: McGraw-Hill Education.
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