

Object Oriented Software Engineering LAB

Course Code:22CS1105

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Course Outcomes: At the end of the Course the student will be able to:

CO 1: Model Use-case Diagrams, Activity Diagrams.(L3)

CO 2: Construct Class diagrams and State Chart Diagrams.(L3)

CO 3: Build Interaction diagrams and Component Diagrams.(L3)

CO 4: Experiment with various features of an agile software.(L3)

CO 5: Apply Various Agile Activities.(L3)

Students May Choose Any Of the Projects of Their
Choice. Example:

1. Customer Relationship Management (CRM)
2. Student Result Management System
3. Library Management System.
4. Online Shopping Application
5. Train/ Flight Reservation System
6. Restaurant Management System
7. Online Banking system.. so on

LIST OF PROGRAMS:

1. Identify The scope of Project and Prepare SRS Document for the project.
2. Model Use-case diagrams & Capture Use-case Scenarios.
3. Model Activity diagrams for a chosen project.
4. Model Class diagrams for a chosen project.
5. Model State-Chart diagrams for a chosen project.
6. Model Interaction diagrams for a chosen project.
7. Model Component diagrams for a chosen project.
8. Using an agile software execute the following agile activities/tasks for a chosen Project.
 - a. Creating Agile Teams
 1. Edit the details of agile team
 2. Delete an agile team
 3. Add new member to agile team
 4. Edit details of Agile member
 5. Remove a member from the agile team.
9. Using an agile software execute the following agile activities/tasks for a chosen Project.
 - a. Product Backlog

1. Add features to the product Backlog
2. Manage Products in the product backlog
3. Breakdown features in user stories

10. Using an agile software execute the following agile activities/tasks for a chosen Project.

- a. Release Schedule
 1. Create product versions
 2. Manage product versions

11. Using an agile software execute the following agile activities/tasks for a chosen Project.

Release Backlog

- 1.Create release backlog
- 2.Manage release backlog

12. Using an agile software execute the following agile activities/tasks for a chosen Project.

Iteration schedule

1. Create Iteration.
- 2.Perform Iteration Retrospective
- 3.Track Release

Iteration Backlog

13. Using an agile software execute the following agile activities/tasks for a chosen Project.

1. Create tasks for user stories
2. Log effort spent on tasks
3. Mark task as done

14. Using an agile software execute the following agile issues for a chosen Project.

1. Create test library/test cases
2. Add test cases to test suits
3. Log effort spent on a specific test case.
4. Log Issues raised during the test case execution.
5. Log effort spent on fixing an issue.

SOFTWARE REQUIRED:

1. IBM Rational Rose Modeler software/Visual Paradigm.
2. TCS Jile Software./ JIRA agile software / any Agile software.

WEB REFERENCES:

1. <https://www.udemy.com/course/agile-crash-course/>
2. <https://www.udemy.com/course/uml-the-complete-uml-unified-modeling-language-reference/>