



Model Institute of Engineering & Technology (Autonomous)

(Permanently Affiliated to the University of Jammu, Accredited by NAAC with “A” Grade)

Lesson Plan No. 1.1	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the need and importance to study Software Engineering. b. Understand the applications of Software Engineering.
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none">Introduction (5 minutes)<ul style="list-style-type: none">- Brief introduction about Object oriented analysis and design.- Introduction to SE.- Applications of SE.- Role of SE in industry.- Attributes of SE.Development (30 minutes)<ol style="list-style-type: none">Introducing the concept of SE.Overview of Software.Discussion on major characteristics of SE.Main Attributes of Software Engineering.Exercise (10 minutes) – Video lectures: https://www.youtube.com/watch?v=wmLFS41UeO0 Suggested reading the article on “ Introduction to SE”
Closure	<ol style="list-style-type: none">Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.



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Lesson Plan No. 1.2	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the need and importance of Legacy Software. b. Understand the Software crisis (myths and causes).
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	1. Introduction (5 minutes) <ul style="list-style-type: none">- Recapitulation of previous lecture.- Introduction to Legacy software.- Software myths. 2. Development (30 minutes) a. Introducing the concept of <ul style="list-style-type: none">- Adaptive,- Enhanced,- Interoperable and re-architected Software. b. Study software Crises and causes. <ul style="list-style-type: none">- Factors involved in software crises. 3. Exercise (10 minutes) – c. Activity : (Think-Pair-Share, List the most important factors responsible for the software crisis?) d. Video lectures: https://youtu.be/KucbhwtZcXs - https://youtu.be/OFBK-I0rrNk e. Suggested reading the Pressman (P. No. 37-42)
Closure	1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Outcome Based on Activity conducted.



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Lesson Plan No. 1.3	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the concept of different process flows in Software engineering.
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	1. Introduction (5 minutes) - Introducing the concept of a Software Process. - What/who/why is there the concept of process models? 2. Development (30 minutes) a. Introducing the concept of Iterative, - parallel and evolutionary process in Software. c. Identifying a task set. - Process Patterns etc. 3. Exercise (10 minutes) – b. Activity : (GD Discuss the difference between Iterative and parallel process) c. Video Lectures : https://youtu.be/GyuE47Hv60k https://youtu.be/bAEnaGG8Otc d. Suggested reading the Pressman Book (P.No. 43-50)
Closure	1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Outcome based on group discussion.



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Lesson Plan No. 1.4	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the need and importance UML Modelling.
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none">1. Introduction (5 minutes)<ul style="list-style-type: none">- Recapitulation of previous lecture.- Introduction to UML.- Need of systematic software models.2. Development (30 minutes)<ol style="list-style-type: none">a. Introducing the concept of the Unified modelling language.<ul style="list-style-type: none">- Detailed discussion on different types of the use case diagrams.(Structure,Behaviour etc)b. Examples(Sequence diagram, context diagram,collaboration diagram,activity diagram,transition diagram,etc)c. Study Pros of each diagram.3. Exercise (10 minutes) –<ol style="list-style-type: none">d. Activity : (MCQ Questions)e. Video lectures: https://www.youtube.com/watch?v=b8VMFa3Cdboe. Suggested reading the Grady Booch Book (P. No. 29-37)
Closure	<ol style="list-style-type: none">1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 1.5	Course Name: OOAD	Course No.: COM-603
Objectives	At the end of the lesson the student shall be able to: a. Understand the need and importance of Software development life cycle (SDLC) and OOAD b. Understand the integration of OOAD and SE.	
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture	
Teaching Development /content summary	<ol style="list-style-type: none">1. Introduction (5 minutes)<ul style="list-style-type: none">- Recapitulation of previous lecture.- Introduction to SDLC.- Steps involved in the working of the model.- Integration of SE and OOAD. 2. Development (30 minutes)<ol style="list-style-type: none">a. Introducing the working of SDLC.b. Object oriented software process development model. 3. Exercise (10 minutes) –<ol style="list-style-type: none">c. Activity : Make SDLC of any application software.d. Video lectures: https://youtu.be/wYeugavTPS0<ul style="list-style-type: none">- https://youtu.be/_VtfqbTHLPg e. Suggested reading the article on “ Importance of Software Engineering (P.No. 67-71)f. Grady Booch Book P.no 4-24	
Closure	1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.	
Evaluation	Q & A on lesson delivered.	



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Lesson Plan No. 1.6	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the UML Diagram depiction. b. Understand the Creation of different UML models.
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none">1. Introduction (5 minutes)<ul style="list-style-type: none">- Recapitulation of previous lecture.- Introduction to the basics Structure diagrams.- Steps involved in the working of the model.- Applications of a prototype. 2. Development (30 minutes)<ol style="list-style-type: none">a. Introducing the working concept of structure models.(Automated Trading System).b. Variation between Structure diagrams and behaviour diagrams. 3. Exercise (10 minutes) –<ol style="list-style-type: none">c. Activity :Quizd. Video lectures: https://www.youtube.com/watch?v=kVV1TJ_VR0oe. Suggested reading the article on Structure Diagrams.
Closure	<ol style="list-style-type: none">1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Based on Quiz conducted



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Lesson Plan No. 1.7	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the need to study agile technology. b. Understand the top methodologies of agile models.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Recapitulation of previous lecture. - Introduction to the basics of agile technology. - Understanding the basics of agile model. 2. Development (30 minutes) <ol style="list-style-type: none"> a. Introducing the working concept of agile models.(Scrum) b. Variation between various process models and agile models. c. Examples (Scrum, XP, feature-driven development, lean software development, adaptive software development) 3. Exercise (10 minutes) – <ol style="list-style-type: none"> c. Activity :5 minutes paper activity (Difference between Waterfall and Agile System) d. Video lectures: https://youtu.be/1xpFmmzIBQU e. Suggested reading the article on “ Importance of Software Engineering (P.No. 94-100)
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. <p>Spend 5 minutes to wrap up and consolidate the leanings.</p>
Evaluation	Outcome based on Activity.



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Lesson Plan No. 2.1	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ul style="list-style-type: none"> a. Understand the requirement analysis and specification. b. Understand the need and importance of requirement engineering.
Teaching Aids (if any)	<ul style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the requirement analysis. - Steps involved in the working of the model. - Applications of a prototype. 2. Development (30 minutes) <ul style="list-style-type: none"> a. Introducing the working concept of evolutionary models.(prototype and spiral) b. Variation between spiral model and prototyping. c. Examples (An e-commerce website Myntra, Amazon). 3. Exercise (10 minutes) – <ul style="list-style-type: none"> d. Activity :Quiz e. Video lectures: https://youtu.be/bAEnaGG8Otc <ul style="list-style-type: none"> - https://youtu.be/bwfW7_56dqU - https://youtu.be/mp22SDTnsQQ f. Suggested reading the article on “ Importance of Software Engineering https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger_s._pressman_.pdf
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. <p>Spend 5 minutes to wrap up and consolidate the leanings.</p>
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 2.2	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the requirement analysis and specification. b. Understand the need and importance of requirement engineering.
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	1. Introduction (5 minutes) - Introduction to the requirement analysis. - Problem Elicitation and analysis. 2. Development (30 minutes) a. Introducing the concept of Requirement Engineering b. Understanding the requirement engineering process. c. Understanding the concept of feasibility study. 3. Exercise (10 minutes) – d. Activity :Quiz e. Suggested reading the article: https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger_s._pressman_.pdf
Closure	1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 2.3	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ul style="list-style-type: none"> a. Understand the concept of system modelling, behavioural models, data processing models . b. Understand the need and importance of DFD.
Teaching Aids (if any)	<ul style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the concept of system modelling, behavioural models, data processing models. - Introduction to the concept of DFD. - Rules for creating DFD. - Symbols used in DFD. - Levels of DFD. 2. Development (30 minutes) <ul style="list-style-type: none"> a. Diagrammatic representation of components of DFD. b. Examples (Order Processing DFD, Insulin Pump DFD). 3. Exercise (10 minutes) – <ul style="list-style-type: none"> c. Activity :Quiz d. Suggested reading the article on “ Importance of Software Engineering https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger_s._pressman_.pdf
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 2.4	Course Name: Software Engineering	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept of SRS. b. Understand the need and importance of SRS.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the concept of structure of SRS, general description,functional requirements,interface requirements,performance requirements. - Uses of SRS document. 2. Development (30 minutes) <p>Representation of the concept of structure of SRS, general description,functional requirements,interface requirements,performance requirements.</p> <ol style="list-style-type: none"> a. Uses of SRS document. b. Examples of making SRS for different projects. 3. Exercise (10 minutes) – <ol style="list-style-type: none"> c. Activity :Quiz d. Suggested reading the article on “ Importance of Software Engineering https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger s._pressman .pdf
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. <p>Spend 5 minutes to wrap up and consolidate the leanings.</p>
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 3.1	Course Name: OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept of Object-oriented principles: inheritance, polymorphism, encapsulation, and abstraction b. Understand the need and importance Class and object modeling using UML.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the concepts OOPs. 2. Development (30 minutes) <ul style="list-style-type: none"> - Encapsulation - Abstraction - Inheritance - polymorphism - Virtual Base Class 3. Exercise (10 minutes) – <ol style="list-style-type: none"> a. Activity :Quiz b. Suggested reading the article OOPs Concepts
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 3.2	Course Name: OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept of Software metrics, project estimation, decomposition techniques.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the concept of Software metrics. - Development (30 minutes) <ul style="list-style-type: none"> - Product metrics - Process metrics - Internal, external, hybrid metrics. - Project size estimation techniques - Function point analysis. VAF. 2. Exercise (10 minutes) – <ol style="list-style-type: none"> a. Activity :Quiz b. Suggested reading the article on “ Importance of Software Engineering https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger_s._pressman_.pdf
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 3.3	Course Name:OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept of Design patterns and their application. b. Understand the concept of COCOMO model.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the Structural,behaviour and creational design patterns. - Development (30 minutes) - Basic COCOMO model (organic,semi-detached,embedded). - Effort , Development time with examples. - Examples - A project size of 200 KLOC is to be developed. Software development team has average experience on similar type of projects. The project schedule is not very tight. Calculate the Effort, development time, average staff size, and productivity of the project 2. Exercise (10 minutes) – <ol style="list-style-type: none"> a. Activity :Quiz b. Suggested reading the article https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger_s._pressman_.pdf c. Design Patterns
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 3.4	Course Name: OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept Risk analysis. b. Understand the concept of Software acquisition.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the concept of software acquisition. - Development (30 minutes) <ul style="list-style-type: none"> - Identify the need and define the job to be done. - Formulate software acquisition strategies. - Select the optimal software and put it into operation. - Monitor the efficiency of the software selected and decide about its maintenance and updating. - Examples - word processing • accounts / payroll • valuations/appraisals • service charge and tax calculations etc. 2. Exercise (10 minutes) – <ol style="list-style-type: none"> a. Activity :Quiz b. Suggested reading the article https://www.mlsu.ac.in/econtents/16_EBOOK-7th_ed_software_engineering_a_practitioners_approach_by_roger_s._pressman_.pdf
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 3.5	Course Name: OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept of Component-based design and modularization.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the concept modularization - Development (30 minutes) - Component Qualification - Component Adaptation - Component Composition - Component Update 2. Exercise (10 minutes) – <ol style="list-style-type: none"> a. Activity :Quiz b. Suggested reading the article Component Based design
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. <p>Spend 5 minutes to wrap up and consolidate the leanings.</p>
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 4.1	Course Name: OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: a. Understand the Concept of System Architecture and Design. b. Understand the need and importance Architectural styles and patterns.
Teaching Aids (if any)	a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	1. Introduction (5 minutes) - Introduction to the System Architecture and Design. 2. Development (30 minutes) - Components of System Design - System Structure - System Interfaces - Software Platform - Hardware Platform - Security 3. Exercise (10 minutes) – a. Activity :Quiz b. Suggested reading the article System Architecture and Design
Closure	1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. Spend 5 minutes to wrap up and consolidate the leanings.
Evaluation	Q & A on lesson delivered.



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Lesson Plan No. 4.2	Course Name: OOAD	Course No.: COM-603
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Objectives	At the end of the lesson the student shall be able to: <ol style="list-style-type: none"> a. Understand the Concept of User interface design and usability considerations.
Teaching Aids (if any)	<ol style="list-style-type: none"> a. PPTs. b. Green board (Chalk and Talk). c. Video Lecture
Teaching Development /content summary	<ol style="list-style-type: none"> 1. Introduction (5 minutes) <ul style="list-style-type: none"> - Introduction to the User interface design and usability considerations. 2. Development (30 minutes) <ul style="list-style-type: none"> - Components of Interaction Design - System Design - Visual Design - Information Design - 3. Exercise (10 minutes) – <ol style="list-style-type: none"> a. Activity :Quiz b. Suggested reading the article System Architecture and Design c. https://www.usability.gov/what-and-why/user-interface-design.html
Closure	<ol style="list-style-type: none"> 1. Summarize the Lesson Learning Outcomes and get affirmation from students on these. <p>Spend 5 minutes to wrap up and consolidate the leanings.</p>
Evaluation	Q & A on lesson delivered.