

Project Proposal

CSE 403 – Software Engineering

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Introduction

Most of the calendars and planner applications available today only display a schedule which the user has manually planned. They do not offer any smart scheduling or schedule optimizing features to assist the user in planning their day, by presenting the user with an optimized itinerary. For our project, we propose the development of a smart day planner application, which provides the user with an optimized schedule, taking into account various constraints like appointment times, activity durations, activity locations, travel modes and distances.

Objectives

- To provide an easy to use application that acts like a personal assistant by providing user with an optimally planned day schedule.
- Optimize schedules taking into account various user constraints as well as other information like location of activities, their duration, and travel times depending on mode of transport (driving, cycling, and walking).
- Provide flexibility by re-computing an optimized schedule to accommodate change in plans by user.
- Provide access to schedule anytime and anywhere by syncing the day's schedule with a central server.
- Provide a web interface and/or Android phone application.

Target Customers

- Busy Parents – Both working and stay at home parents need to juggle various activities throughout the day, like work, children's activities, groceries, gym, etc.
- Students – In addition to school schedule, students also have to manage their extracurricular activities, work, social life, etc.

Value Proposition

This application fills the need of having a tool that plans and optimizes your schedule so that you can be more productive by focusing on the tasks at hand, and not be burdened with the details of planning. The absence of any schedule optimizing tools in the market will put this application in a unique position.

Software Engineering Project Proposal Sample

Didier Musso



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Encyclopedia of Software Engineering Three-Volume Set (Print) Phillip A. Laplante,2010-11-22 Software engineering requires specialized knowledge of a broad spectrum of topics including the construction of software and the platforms applications and environments in which the software operates as well as an understanding of the people who build and use the software Offering an authoritative perspective the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy to read entries that cover software requirements design construction testing maintenance configuration management quality control and software engineering management tools and methods Editor Phillip A Laplante uses the most universally recognized definition of the areas of relevance to software engineering the Software Engineering Body of Knowledge SWEBOK as a template for organizing the material Also available in an electronic format this encyclopedia supplies software engineering students IT professionals researchers managers and scholars with unrivaled coverage of the topics that encompass this ever changing field Also Available Online This Taylor E mail e reference taylorandfrancis com International Tel 44 0 20 7017 6062 E mail online sales tandf co uk

Action Research in Software Engineering Mirosław Staron,2019-11-24 This book addresses action research AR one of the main research methodologies used for academia industry research collaborations It elaborates on how to find the right research activities and how to distinguish them from non significant ones Further it details how to glean lessons from the research results no matter whether they are positive or negative Lastly it shows how companies can evolve and build talents while expanding their product portfolio The book s structure is based on that of AR projects it sequentially covers and discusses each phase of the project Each chapter shares new insights into AR and provides the reader with a better understanding of how to apply it In addition each chapter includes a number of practical use cases or examples Taken together the chapters cover the entire software lifecycle from problem diagnosis to project or action planning and execution to documenting and disseminating results including validity assessments for AR studies The goal of this book is to help everyone interested in industry academia collaborations to conduct joint research It is for students of software engineering who need to learn about how to set up an evaluation how to run a project and how to document the results It is for all academics who aren t afraid to step out of their comfort zone and enter industry It is for industrial researchers who know that they want to do more than just develop software blindly And finally it is for stakeholders who want to learn how to manage industrial research projects and how to set up guidelines for their own role and expectations

Senior Design Projects in Mechanical Engineering Yongsheng Ma,Yiming Rong,2021-11-10 This book offers invaluable insights about the full spectrum of core design course contents systematically and in detail This book is for instructors and students who are involved in teaching and learning of capstone senior design projects in mechanical engineering It consists of 17 chapters over 300 illustrations with many real world

student project examples The main project processes are grouped into three phases i e project scoping and specification conceptual design and detail design and each has dedicated two chapters of process description and report content prescription respectively The basic principles and engineering process flow are well applicable for professional development of mechanical design engineers CAD CAM CAE technologies are commonly used within many project examples Thematic chapters also cover student teamwork organization and evaluation project management design standards and regulations and rubrics of course activity grading Key criteria of successful course accreditation and graduation attributes are discussed in details In summary it is a handy textbook for the capstone design project course in mechanical engineering and an insightful teaching guidebook for engineering design instructors

[Proceedings of the 5th International Conference on Management Science and Software Engineering \(ICMSSE 2025\)](#) Yew Kee Wong,Rami Khalil,Sikandar Ali Qalati,Nur Azaliah Abu Bakar,2026-01-25 This book is an open access The 2025 International Conference on Management Science and Software Engineering ICMSSE 2025 will be held in Nanjing on October 24 26 2025 The conference aims to provide a platform for experts and scholars engineers and technicians in the field of management and software engineering to share scientific research achievements and cutting edge technologies understand academic development trends broaden research ideas strengthen academic research and discussion and promote the industrialization cooperation of academic achievements The conference sincerely invites experts scholars business people and other relevant personnel from domestic and foreign universities research institutions to participate in the exchange We warmly invite you to participate in ICMSSE 2025 and look forward to seeing you in Nanjing China

Software Engineering Elvis Foster,Bradford Towle Jr.,2021-07-19 *Software Engineering A Methodical Approach* Second Edition provides a comprehensive but concise introduction to software engineering It adopts a methodical approach to solving software engineering problems proven over several years of teaching with outstanding results The book covers concepts principles design construction implementation and management issues of software engineering Each chapter is organized systematically into brief reader friendly sections with itemization of the important points to be remembered Diagrams and illustrations also sum up the salient points to enhance learning Additionally the book includes the author s original methodologies that add clarity and creativity to the software engineering experience New in the Second Edition are chapters on software engineering projects management support systems software engineering frameworks and patterns as a significant building block for the design and construction of contemporary software systems and emerging software engineering frontiers The text starts with an introduction of software engineering and the role of the software engineer The following chapters examine in depth software analysis design development implementation and management Covering object oriented methodologies and the principles of object oriented information engineering the book reinforces an object oriented approach to the early phases of the software development life cycle It covers various diagramming techniques and emphasizes object classification and object behavior The text features

comprehensive treatments of Project management aids that are commonly used in software engineering An overview of the software design phase including a discussion of the software design process design strategies architectural design interface design database design and design and development standards User interface design Operations design Design considerations including system catalog product documentation user message management design for real time software design for reuse system security and the agile effect Human resource management from a software engineering perspective Software economics Software implementation issues that range from operating environments to the marketing of software Software maintenance legacy systems and re engineering This textbook can be used as a one semester or two semester course in software engineering augmented with an appropriate CASE or RAD tool It emphasizes a practical methodical approach to software engineering avoiding an overkill of theoretical calculations where possible The primary objective is to help students gain a solid grasp of the activities in the software development life cycle to be confident about taking on new software engineering projects

[Handbook on Teaching Empirical Software Engineering](#) Daniel Mendez, Paris Avgeriou, Marcos Kalinowski, Nauman Bin Ali, 2024-12-24 This handbook exploits the profound experience and expertise of well established scholars in the empirical software engineering community to provide guidance and support in teaching various research methods and fundamental concepts A particular focus is thus on combining research methods and their epistemological settings and terminology with didactics and pedagogy for the subject The book covers the most essential contemporary research methods and philosophical and cross cutting concerns in software engineering research considering both academic and industrial settings at the same time providing insights into the effective teaching of concepts and strategies To this end the book is organized into four major parts In the first part the editors set the foundation with two chapters one laying out the larger context of the discipline for a positioning of the remainder of this book and one guiding the creation of a syllabus for courses in empirical software engineering The second part of the book lays the fundamentals for teaching empirical software engineering addressing more cross cutting aspects from theorizing and teaching research designs to measurement and quantitative data analysis In the third part general experiences and personal reflections from teaching empirical software engineering in different settings are shared Finally the fourth part contains a number of carefully selected research methods presented through an educational lens Next to the chapter contributions themselves that provide a more theoretical perspective and practical advice readers will find additional material in the form of for example slide sets and tools in an online material section The book mainly targets three different audiences 1 educators teaching empirical software engineering to undergraduate postgraduate or doctoral students 2 professional trainers teaching the basic concepts of empirical software engineering to software professionals and 3 students and trainees attending such courses

Software Engineering: Effective Teaching and Learning Approaches and Practices Ellis, Heidi J.C., Demurjian, Steven A., Naveda, J. Fernando, 2008-10-31 Over the past decade software engineering has developed into a

highly respected field Though computing and software engineering education continues to emerge as a prominent interest area of study few books specifically focus on software engineering education itself *Software Engineering Effective Teaching and Learning Approaches and Practices* presents the latest developments in software engineering education drawing contributions from over 20 software engineering educators from around the globe Encompassing areas such as student assessment and learning innovative teaching methods and educational technology this much needed book greatly enhances libraries with its unique research content *Guide to Software Development* Arthur M. Langer,2016-10-04 This book presents a guide to navigating the complicated issues of quality and process improvement in enterprise software implementation and the effect these have on the software development life cycle SDLC Offering an integrated approach that includes important management and decision practices the text explains how to create successful automated solutions that fit user and customer needs by mixing different SDLC methodologies With an emphasis on the realities of practice the book offers essential advice on defining business requirements and managing change This revised and expanded second edition includes new content on such areas as cybersecurity big data and digital transformation Features presents examples case studies and chapter ending problems and exercises concentrates on the skills needed to distinguish successful software implementations considers the political and cultural realities in organizations suggests many alternatives for how to manage and model a system *Tutorial--software Engineering Project Management* Richard H. Thayer,1988 Reprints and five new papers present a top down view of the subject Covers software engineering and SE project management planning organizing staffing directing and controlling a SE project No index Annotation copyright Book News Inc Portland Or **1998**

International Conference Software Engineering: Education & Practice Martin Purvis,Stephen Cranfield,Steve MacDonell,1998 *Software Engineering with Student Project Guidance* Barbee Teasley Mynatt,1990 **Software Engineering Project Management** Richard H. Thayer,1997-11-10 Introduction to management Software engineering process Software engineering project management Planning a software engineering project Software cost schedule and size Organizing a software engineering project Staffing a software engineering project Directing a software engineering project Controlling a software engineering project Software metrics and visibility of progress The silver bullets Appendix Software Project Management E. M. Bennatan,1995 Managing Business and Engineering Projects John M. Nicholas,1990 An overview of the concepts and technology of project management as they apply to a wide range of business and technical situations **Software Engineering with Systems Analysis and Design** Donald V. Steward,1987

Software Engineering Ian Sommerville,1989 *Software Engineering* presents a broad perspective on software systems engineering concentrating on widely used techniques for developing large scale software systems This best selling book covers a wide spectrum of software processes from initial requirements elicitation through design and development to system evolution It supports students taking undergraduate and graduate courses in software engineering The sixth edition has been

restructured and updated important new topics have been added and obsolete material has been cut Reuse now focuses on component based development and patterns object oriented design has a process focus and uses the UML the chapters on requirements have been split to cover the requirements themselves and requirements engineering process cost estimation has been updated to include the COCOMO 2 model

Software Engineering Fundamentals Ali Behforooz, Frederick J. Hudson, 1996 Software Engineering Fundamentals provides a comprehensive overview of software engineering and its process builds on experience drawn from actual practice and guides engineering students towards a better understanding of various disciplines tasks and specialities that contribute to the development of a software product Intended for both students and professionals the text follows the full software development life cycle including a thorough coverage of methods tools principles and guidelines Software Engineering Fundamentals is unique in its coverage of such topics as software metrics real time software design quality assurance reliability risk management cost and schedule estimation sizing planning test and integration process technical management and human factors It establishes the concept of software development as an engineering process and software as an engineered product and describes software development as a team oriented activity usually conducted in a system development setting The notion of using software metrics attributes to measure properties of the software product as a means to evaluate and control the development process is introduced software metrics are presented as a management tool and the software development process is described using an accepted review and documentation structure as an outline Many interim products of the software engineering process are described in enough detail to permit the reader to produce a credible draft of these products While encouraging the use of modeling techniques for sizing cost and schedule estimation reliability risk assessment and real time design the authors emphasize the need to calibrate models with actual data Explicit guidance is provided for virtually every task that a software engineer may be assigned and realistic case studies and examples are used extensively to reinforce the topics presented Software Engineering Fundamentals presents a unique blend of practical and theoretical treatment of software engineering topics for students and professional use

Standards, Guidelines, and Examples on System and Software Requirements Engineering Merlin Dorfman, Richard H. Thayer, 1990

Software Development Project Management Dina Berkeley, Robert de Hoog, Patrick Humphreys, 1990

Concepts and Techniques of Geographic Information Systems Chor Pang Lo, Albert K. W. Yeung, 2007 Fully updated to reflect advances in GIS concepts and techniques this guide approaches the subject from the broader context of information technology Gives complete up to date coverage to the concepts and techniques pertaining to every stage of the systems development life cycle of GIS as well as its applications to various areas of spatial problem solving and decision making For GIS specialists GIS technologists GIS sales directors urban planners natural resource managers land surveyors geomatics engineers and foresters who want a complete understanding of GIS and how GIS applies to their fields of interest

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