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| 1. | Title of the course | Generative Software Engineering |
| 2. | Course number | CS541L |
| 3. | Structure of credits (L-T-P-C) | 3-0-0-3 |
| 4. | New course/modification to | New |
| 5. | To be offered by | Computer Science and Engineering |
| 6. | Prerequisite | CoT |
| 7. | Course Objective(s): To explore and apply fundamental concepts and techniques towards automatic generation of software systems and tools. | |
| 8. | Course Content: Current state of software engineering research and practice, Software comprehension: congruence of natural language and source code representations, Automation and generation: requirements mining, pattern and anti-pattern detection, code generation, user interface generation, refactoring, software bots, software maintenance and evolution, Human aspects of software engineering, Green and sustainable software engineering, Tools and environments. | |
| 9. | Textbook(s): 1. Sadowski C and Zimmermann T, Rethinking Productivity in Software Engineering, Apress (2019). | |
| 10. | Reference(s): 1. Winters T, Manshreck T, Wright H, Software Engineering at Google: Lessons Learned from Programming Over Time, O'Reilly (2020). 2. Farley D, Modern Software Engineering: Doing What Works to Build Better Software Faster, Addison-Wesley Professional (2021). | |