UNIT I  INTRODUCTION
Organizing Reuse – Introduction – Motivation for Reuse – Framework for Reuse-
Evolution of Reuse - Reuse in industry – Managing a reuse project – Software Reuse
Products- Software Reuse Processes and paradigms – Reuse tools.

UNIT II  REUSE MANAGEMENT
Managing a repository – The REBOOT component model – Classification –
Configuration management of the repository – Managerial aspects of software Reuse–
Software Reuse Metrics – Software Reuse Cost estimation – Forming a reuse Strategy
– Assessing reuse maturity.

UNIT III  REUSABLE COMPONENTS
Practicing reuse – Reuse Techniques- Generic reuse development processes – Develop
for reuse – Testing reusable components – Object oriented components – Object
oriented development for reuse – Reuse Techniques- Reuse Technologies- Detailed
design for reuse – Implementation for reuse – Verification, test and validation.

UNIT IV  REUSE PHASES
Development with reuse – with reuse specific activities – Common reuse processes –
Phases of development with reuse – Impact of reuse on development cycle- Reuse
Technologies.

UNIT V  CLEANROOM SOFTWARE ENGINEERING
Re-engineering for reuse – Methodology – Retrieving objects in non–object oriented
code–Measurements – Tools support for re–engineering – Overview of clean room
software engineering – Phases in clean room method – Box structures algorithms –
Adapting the box structures.

TOTAL = 45

REFERENCES: