



COURSE TECHNOLOGY
CENGAGE Learning

Connecting with Computer Science, 2e

Chapter 13 *Software Engineering*

Objectives

- In this chapter you will:
 - Learn how software engineering is used to create applications
 - Learn some software engineering process models
 - Understand how a design document is used during software development
 - Review the steps for formulating a design document

Objectives (cont'd.)

- In this chapter you will (cont'd.):
 - Learn how Unified Modeling Language (UML) diagrams can be used as a blueprint for creating an application
 - See some pitfalls in developing software, and learn how to avoid them
 - Understand how teams are used in application development