



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