

Computer Science

# **LESSON #000**

# **SOFTWARE ENGINEERING STAFF**

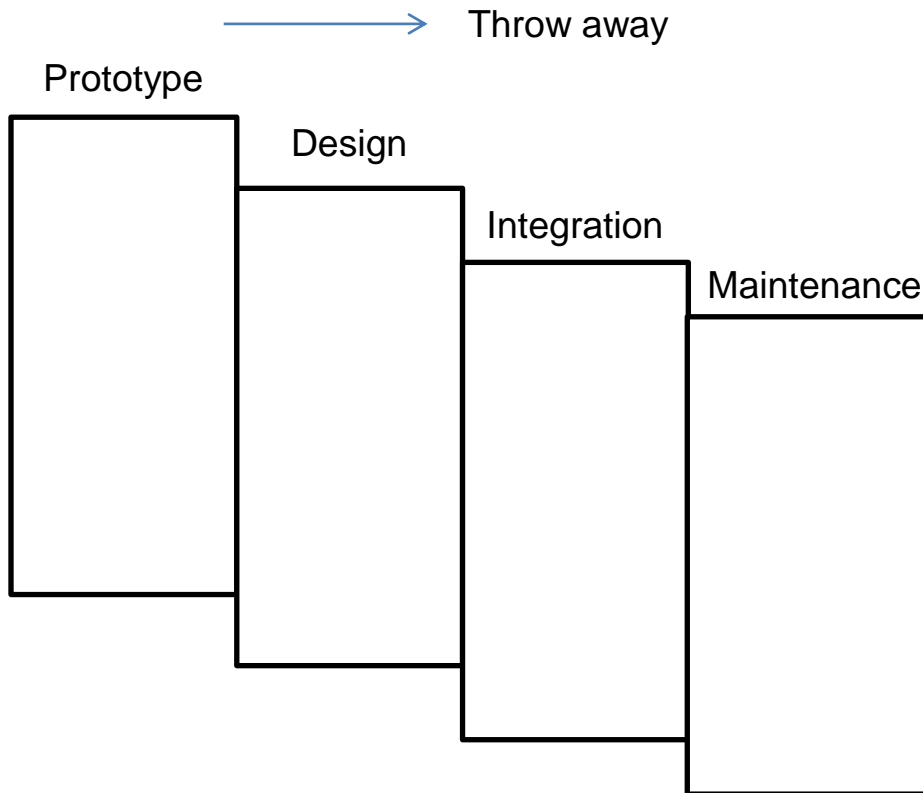
# **Software Engineering Development**

- What, Why?
- SDLC Models
- Tools
- Requirements
- Design
- Implementation
- Testing
- Maintenance

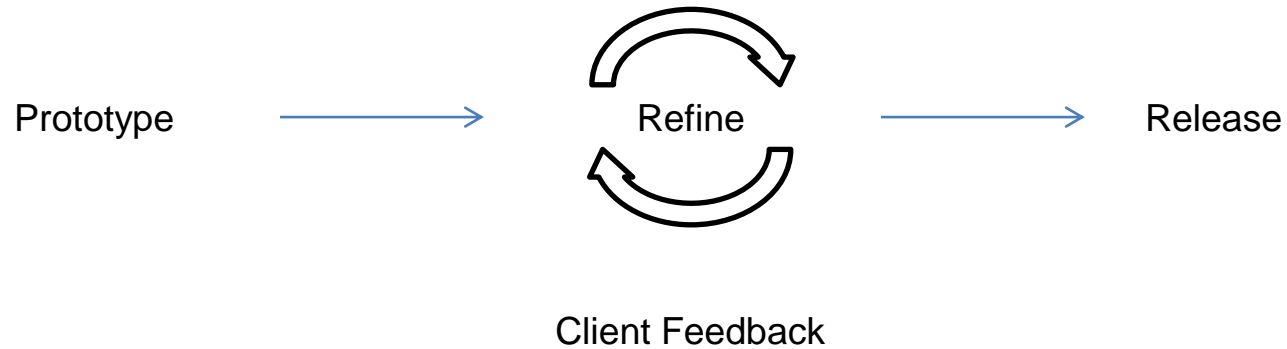
## **Software Crisis**

- Over budget
- Overtime
- Inefficient code
- Poor Quality SW
- Didn't meet requirements
- Unmanageable code
- Never delivered

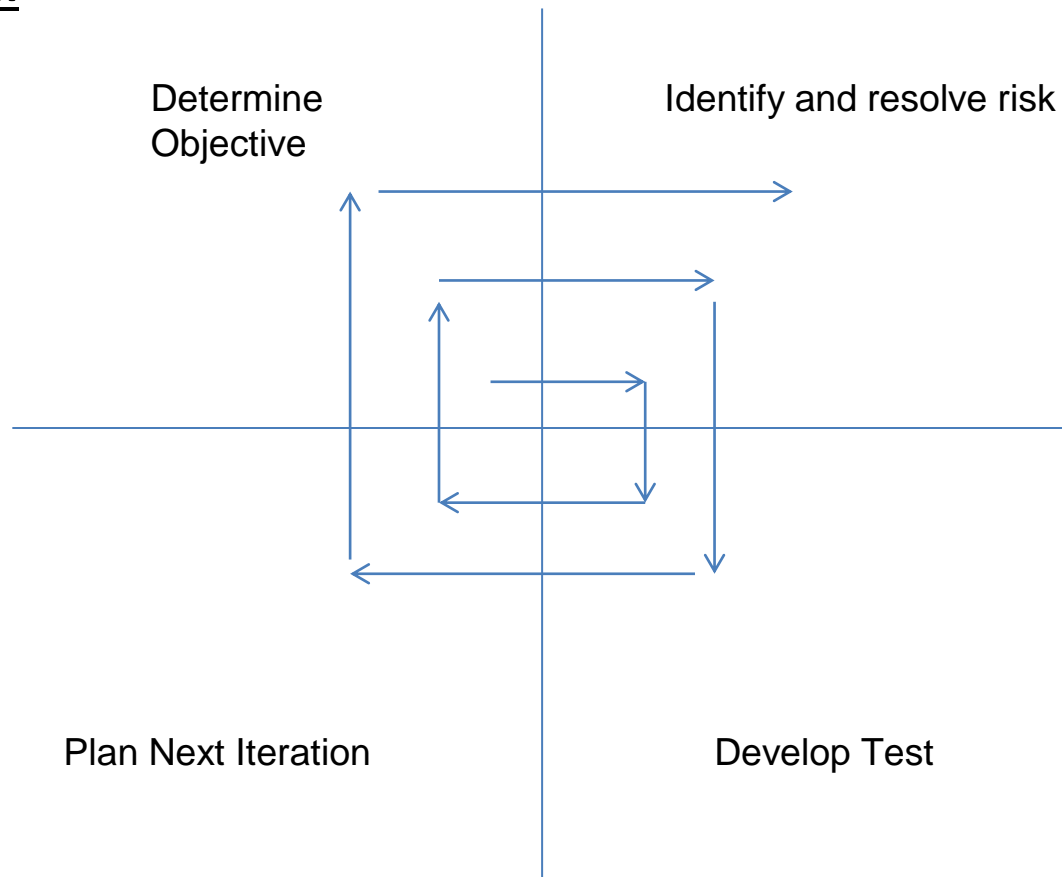
## Rapid Prototyping Model



## Evolutionary Prototyping Model



# Spiral Model



- Mitigate risks early
- Cater for changing requirements
- Working Software is produced timely and frequently

# CLASS DIAGRAM