Exam 1: Take Home CS-410: Software Engineering Spring 2020 S. Iyengar

DUE: 10 am, Thursday – 10/15/2020

Read the sections 1.1 to 1.5 from Chapter 1 and summarize. This summary (1 page) should help the reader understand what Software Engineering is, why it is has become a discipline on its own, its techniques, how it is practiced.

Read the sections 2.1 to 2.3 from Chapter 2 and summarize. This summary (1 page) should help the reader understand what UML is, why it is was developed, its importance and how it is used in software engineering.

Read the sections 3.1 to 3.3 from Chapter 3 and summarize. This summary (1 page) should help the reader understand what Project Management entails, what are its components, its importance, and how it is applied in software engineering.

Read the sections 4.1 to 4.3 from Chapter 4 and summarize. This summary (1 page) should help the reader understand how and why the initial stage of software engineering of gathering requirements is vital and how it is done.

Finally – having completed your team project, did you practice the directions from chapters 1 – 4 during this project?