# 08/25/17

* Design is important.
* Software­­ ­engineering is not an exact discipline.
* Software design cycles:
  + Customer has a problem and thinks they know the solution (they’re almost always wrong)
  + Do specifications then design
  + Implement/install.
  + Repeat as specifications change.
* Systems analyst: finds the need for the user and the actual problem that the user is having. They also need to integrate it with the company.
* Systems designer: takes what the analyst says and designs the specs of the project to do the job.
* Heap sort if you don’t know what the specs of the sort are.

# 9/6/17

* Minimize human cost
* Reliability should be optimized.
  + Lower the mean-time-between-failure
  + Lower the mean-time-to-repair
* A specification is:
  + What the problem is and what we see the solution should be
  + A set of functional requirements that describe the precise inputs, outputs, algorithms, and constraints.

# 9/8/17

* SoftEng1: Page 30 –
  + Went over design. Separating tasks.
  + Cost is a monotonically increasing function of problem size
  + According to George Miller.
    - Break up problems as much as possible.
    - Average elements in a problem is 7

# 9/11/17

* According to Graicunas, 8 – peeps to a manager. It’s Miller’s law as well.
  + This has many fallacies. You can’t allow every module to call each other directly.
* Coupling = shared data
  + **Global variables = bad**
* Next: cohesion

# 9/13/17

* A module should only have one Idea per module
  + Failing this leads to program bloat.
* Functional cohesion is best cohesion

# 9/15/17

* Afferent input vs efferent output
  + Best projects had afferent input
    - Afferent: got every single part needed and got information. Then pass it to control then process transaction (only process if you have everything)
    - The result is Efferent Output
* Tree/Hierarchical structure is better. Faster more efficient.
* Dynamic Data Flow Analysis
  + Based off of “Elements of Software Science:” by Maurice Halstead