

Workshop seminar 1

Comp201 Software Engineering

Software Engineering Introduction

Review Questions

1. What is the major problem when dealing with large scale software systems?
2. If a program has N lines of code, how many different interactions between lines of code is it possible to have?
3. When using a structured programming language (not assembler), what feature of the language helps you reduce the number of interactions between lines of code?
4. How does the OO programming, scope and accessibility features of the Java™ language help you to reduce complexity?
5. What are the main features of a software process?
6. What is the relationship between the software specification and design?
7. Why is the specification important when doing testing?
8. Look up the following SCRUM terms (or guess what they might mean)
 - a. Product back log
 - b. Daily SCRUM
 - c. SCRUM master
 - d. Sprint
 - e. Time box
 - f. Stakeholders
 - g. Sprint Burndown
 - h. Sprint Backlog
 - i. Sprint Planning
9. There is a term “inventory loss” in software engineering, which describes features which were added to the specification and product but were not considered useful to the customer. Consider how prioritizing functional elements and developing high priority elements first will result reduced inventory loss.