

1\ Overview + waterfall

2\ Agile development

3\ Requirement

4\ Design

1a\ what is software eng 为什么项目失败 cost-effective solution

"tasting stick" metaphor

Requirement & design

Verification vs Validation

1b\

2a\ agile development

Extreme programming

Four key value of agile

Pair programming main

Test driven development

scrum

columns

2b\processsing

kanban borad

pair programming role

3\ a requirement engineering

Stakeholder

User stories

User case actors module

Flow

scenario

Functional and non functional requirements

3\ b paper prototyping

4\ a OO design

What is class

Class diagram

Generzation vs aggregation

Behaviour modeling

Communication diagram

Sequence diagram

4\ b requirement

5\ b

