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 programing 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