

26 / 11 / 2024

Course Evaluation

- Report : 30%
- Participation : 20%
- Final Exam : 50%

What is Software

- Solution to a problem

Think of

- What details we keep, what details is not important for users to see and we can cut.

Build the right thing

- users get what they want (not just customers)
- who are your users
- what they want
- why they want what they want
- How do we deliver the product right
- How can we do it in time and in budget
- How can we determine what's right
 - get to know ur user and what they want

Communicate what you know / learned to other developers

users are users that interacts with the software, actually uses the app. customers are the one who pays for the product, (investors)

Ex. POS



- point of sales system
- customers analyzes the area the system is located
 - how good is it working.
 - They want to know if it's worth investing

Software Development Process / Software Development Life Cycle(SDLC)

planning

- Inception (Formulate Ideas)
 - What are we going to do
 - very high level
 - Ex. rider app to get taxi
 - Like grab?
 - Why don't you use grab then?
- Project planning
 - Identify work plan
 - How much time
 - How much budget
 - Software Project Management Plan(SPMP)
- Sometimes idea is not bad but when time / budget is not worth it, you should stop it there

- If it suck, it suck

Requirement Analysis

- Obtain product detail from customer
- Some project stops here too
- Requirements
- functional / non-functional

Design

Implementation

- Code

Testing and Deployment

- Unit test
- System test
- Integration test

Maintenance

People

- Bubsiness management : Talk to customer for requirements. May not have technical knowledge
- Project Manager : Plan / Track Project
- Dev Team : Dev / Maintain
- Customers : Pays for the project
- End users : Uses the project