## Software Engineering 1<sup>1</sup>

A Study Guide for Students of Sorsogon State University- Bulan Campus<sup>2</sup>

Jarrian Vince G. Gojar<sup>3</sup>

August 18, 2025

<sup>&</sup>lt;sup>1</sup>A course in the Bachelor of Science in Computer Science

<sup>&</sup>lt;sup>2</sup>This book is a study guide for students of Sorsogon State University- Bulan Campustaking up the course Software Engineering 1.

<sup>&</sup>lt;sup>3</sup>https://github.com/godkingjay



### Contents

Contents  List of Figures		ii
		iii
List of Tables		iv
1	Software Development Methodologies	2
2	Diagramming for Software Development	3
3	Low-Fidelity Prototyping with Balsamiq	4
4	UI/UX Design with Figma	5
5	Software Development Design Patterns and Principles	6
6	Fundamentals of Software Quality Assurance (QA)	7
7	API Testing with Postman	8
8	End-to-End Testing with Playwright	9
9	References	10

## List of Figures

### List of Tables

### **Preface**

"If people do not believe that mathematics is simple, it is only because they do not realize how complicated life is."  $\[$ 

– John von Neumann

Jarrian Vince G. Gojar https://github.com/godkingjay

Software Development Methodologies

# Diagramming for Software Development

# Low-Fidelity Prototyping with Balsamiq

# UI/UX Design with Figma

## Software Development Design Patterns and Principles

## Fundamentals of Software Quality Assurance (QA)

## API Testing with Postman

End-to-End Testing with Playwright

### References

A. Books

•

B. Other Sources

•