

WHY SOFTWARE ENGINEERING?

LECTURE 01

Lectures are not the time or place that you learn new things. They are a delivery mechanism for a mental primer, meant to prepare your mind for the true learning you do on your own time. The appetizer before the entrée. Set three goals for yourself each lecture to make your personal learning time more valuable and efficient.

- 1) **Take notes that capture the key ideas in the lecture.** You'll know you've succeeded if each learning objective is a true statement about you by the end of the lecture and you have notes to help make it true again when you forget.
- 2) **Take notes that interest you.** You'll know you've succeeded if you manage to capture a few thoughts you really liked in writing.
- 3) **Participate in class discussions.** You'll know you've succeeded if you've contributed to a discussion one or more times.

I will facilitate the transfer of knowledge like a waiter bringing the appetizer, but you have to own this lecture and make it yours. You (probably) don't want your waiter spoon feeding you your meal, and I (definitely) don't want to spoon feed you this lecture. Ask questions in class that ensure you are meeting your three goals and it will go a long ways towards a better learning experience.

LEARNING OBJECTIVES

- I can summarize 2-3 issues that can arise from adding more people to a software project to meet a deadline
- I can identity 2-3 challenges software engineering is designed to solve
- I can give an example of a project that is well suited to use software engineering principles