Chapter 2

Stakeholder definition.
Process flow definition.
Positives for using the spiral model.
Identifying a task set in software engineering.
Numeric measures or software analytics.
Prescriptive models.
Linear sequential model definition.
Waterfall models weakness.
Popularity of prototyping model.
Differentiate unified process model

Chapter 3

Agility and the cost of change
Agility principle
Scrum teams and artifacts
Spring planning meeting
Daily Scrum meeting
Spring review meeting
Spring Retrosective
XP framework
Kanban
DeveOPs

Chapter 7

Requirements engineering definition.
Requirements elaboration.
Requirements validation.
Define stakeholder.
Collaborative requirements gathering.
Developing use case.
Analysis model definition.
Define secondary actor.
Requirement negotiation.
Requirements monitoring.

Chapter 8

Requirements model objectives.
UML acronym.
Requirements model types.
Data models.
UML actors and profiles.

Use case trigger.
Potential classes.
Sequence diagrams.
State diagrams.
Activity diagrams.

LinkedIn Learning video - Software Design: Developing Effective Requirements

Review the following topics

1. Requirements Types and Phases
   What are requirements
2. Requirement Elicitation
   Start with a vision
   Elicitation techniques
   Functional vs. non-functional
4. Requirement Validations
   Validation techniques

Project activity

Review the documents highlight below.

3. Class Diagram
   You need to document the methodologies on how you identify the classes and their relationship

Finding classes and objects pdf word
Filling out object models pdf word
UML class diagram pdf word