

CS 247: Software Engineering Principles

Introduction

<http://www.student.cs.uwaterloo.ca/~cs247>

Software Engineering

Software engineering is a collection of principles, practices, techniques, processes, tools, ... that aim to

- improve software quality
- improve developer productivity
- improve scalability to larger systems
- improve evolvability

Course Outline

- ADT Design
- Modules and Interfaces
- Exceptions
- OO Design Principles
- Design Patterns
- UML Modelling
- Generic Programming (templates, STL)
- Testing and Debugging
- Agile Development

Attendance

CS 247 2011

