

# Software Design Guided Notes

## Instructions:

Fill in the missing blanks in the notes as you watch the course videos for this learning module.

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Software design has many challenges. Thinking about a wicked problem:

- it must be **solved** first
- in order to **define** it

## Software Design Concepts

Software design involves a process:

- Sometimes it is **sloppy**.
- The goal is to produce a better **product**.
- We have to consider **Tradeoffs** and Priorities
- Limited memory is a **restriction**.
- **Nondeterministic** is that there is not only one right answer.
- A **Heuristic** process usually involves a less repeatable process.
- Software is usually **emergent**. Not all features are present at the initial release.



## Software's primary technical imperative.

Software's primary technical imperative is to **manage complexity**.

*Think about that! How does that impact the importance of planning?*

## Summary

Summarize your notes in 2-4 sentences. Identify the key points and the main take-away message.

This module taught us the goal of software design (to manage complexity), the software design process, and the many levels of software design. One of my biggest takeaways from this module is that I need to be thoughtful when designing software. I must take in considerations such as tradeoffs, priorities, and restrictions. Then I should look at the design in many different perspectives (high-level and low-level).