Systemdevelopment and Projectmanagement

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Software Engineering

2.1 Engineering

The work of *producing* an idea of how to create something is called "Engineering".

2.2 Different Ideas

2.2.1 Structured Programming

2.2.1.1 Advantage

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2.2.1.2 Examples

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2.2.1.3 Structures

2.2.1.3.1 Sequence

Run one instruction after another.

2.2.1.3.2 Selection

Run instructions `if` some condition is fulfilled.

2.2.1.3.3 Iteration

Run the same set of instructions over and over. In most cases the count of iterations is limited by a condition similar to the condition of a Selection.

2.2.2 Modular Design

2.2.2.1 Advantage

Something which is modularly built exposes so called "interfaces" which can be used by other components.

The built components can be reused in several places which eases fixing bugs and minimizes error prone repetition.

2.2.2.2 Examples

Cars can have many different tires which all have the same "interface" so the car producers do not need to build the tires for their cars on their own.