

- Principles of software Engineering Summary/Questions
 - Intro to Ux/Product Management summary/Questions
 - Other
 - course topics, class demos and course labs cover 90%-95% industry javascript, html, css
- software engineering development/product management, fundamentals, tools and workflows.

Summary Workflow and Examples:

- Project development ie: website development workflow
- Software Engineering
 - Tools, vs.code, browser devtools
 - Command terminal
 - User stories, fixes, other requirements
 - Team development
 - Github
 - Code review/quality tools
 - Code best practices
 - Object Oriented programming
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 - Code diagrams - wireframe
 - Database / table diagrams - UML
- Project management
 - Project management tools - Jira, Other
 - Quality Assurance teams - verify/test use cases and other requirements
 - Daily, weekly meetings, scrums
 - Product management tools
 - Measure user stories, requirements, fixes
 - Measure milestones
 - Measure software quality
 - Measure software time, cost, quality
 - Measurement tools and diagrams
 - Ghant, Prat, Other
 - System Development Life cycle
 - Requirements
 - Specifications
 - Data flow
 - Database relationship - UML
 - In-memory code diagrams - State diagram
 - Code best practices
 - Re-use code in new projects
 - Update code without modifying code in production s
 - Other patterns and best practices

- Design
 - ui/ux design
 - Prototyping
- Implementation
 - Reusable code, libraries
- Verification
- Testing and Maintenance
- Team development
 - user stories and other requirements
 - Agile tools, Jira
 - Team meetings - daily, weekly
 - Discuss user stories and other requirements
 - Storyboards - group of requirements
 - Epic - more detailed user stories
 - Agile - incremental updates, daily, weekly, monthly
 - Scrum - daily weekly meetings
- Software development user stories and requirement measurement tools
 - (requirements, specifications, user interaction, testing, customer feedback, prototype, client/customer/user, developer, risks/errors, quality)
 - Sawtooth model
 - V-model
 - Spiral model
- Product management
 - Product manager
 - Customer engagement
- Customers accessing website
- Development operations team - DevOps
 - Deploy application to different servers / Websites
 - Development server / Website
 - Quality Assurance server / Websites
 - Production servers / Websites
 - Monitor website

Assignment Questions
 references and article and video of examples

user store

Object Oriented Design Principles: Encapsulation, Abstraction, Inheritance, Polymorphism

object oriented programming

Polymorphism - many
 With polymorphism- what is a child class instance vs a parent?
 QA Engineers

The root cause of a malfunction of a system

Encapsulation

Gantt

State Diagrams

also course chat or email summary of questions

QA - quality assurance - test the software
 gantt chart summary

project1
 feature-a - timeline
 feature-b - timeline
 feature-c - timeline
 feature-4 - timeline

////////////////////////////////////
 gantt chart

////////////////////////////////////
 1 2 3 4 5
 feature-a - timeline
 feature-b - timeline
 feature-c - timeline
 feature-4 - timeline

in-Class practice exercises

in-Class Demo project

- user stories
- wireframe
- project website layout and pages

#user story demo

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User stories are brief, simple descriptions of a feature or functionality from the perspective of the end user.

Who - What - Why

User, request, why

As a [type of user], I want [an action] so that [a benefit].

Examples:

User Registration:

As a new user, I want to be able to register with my email and password so that I can access my personal account.

Shopping Cart:

As a customer, I want to add items to my shopping cart so that I can purchase multiple items at once.

Personal website user stories example

As a User, I would like to display a list of hobbies information on the home page.

As a User, I would like to display summary information about the website on the about page.

As a User, I would like to enter contact information such as name, email and comments on the contact us page.

As a user, Please provide a navigation menu to allow users to goto different webpages, for example, home page, contact us page, and about pages.

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#wireframe ie: mockup demo

- Diagram of general features of each website page . ie: mockup
- text base wireframe
- drawing tool wireframe

index page

[home](#) | [about](#) | [Contact us](#)

[image]

item 1

item 2

item 3

about

description

[image]