

- 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
 -
 - 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

Software development terms summary

=====

UML stands for Unified Modeling Language, which is a standardized visual modeling language used to specify, visualize, construct, and document the artifacts of software systems. It helps in representing complex system designs through various types of diagrams.

Object-oriented programming is a programming (OOP) paradigm based on the concept of objects, which can contain data and code: data in the form of fields, and code in the form of procedures. In OOP, computer programs are designed by making them out of objects that interact with one another

Polymorphism

[https://www.w3schools.com/java/java_polymorphism.asp#:~:text=Polymorphism means "many forms"%2Cout](https://www.w3schools.com/java/java_polymorphism.asp#:~:text=Polymorphism means%2Cout).

Java Polymorphism

Polymorphism means "many forms", and it occurs when we have many classes that are related to each other by inheritance.

Like we specified in the previous chapter; Inheritance lets us inherit attributes and methods from another class. Polymorphism uses those methods to perform different tasks. This allows us to perform a single action in different ways.

For example, think of a superclass called Animal that has a method called animalSound(). Subclasses of Animals could be Pigs, Cats, Dogs, Birds - And they also have their own implementation of an animal sound (the pig oinks, and the cat meows, etc.):

Product management is the business process of planning, developing, launching, and managing a product or service. It includes the entire lifecycle of a product, from ideation to development to go to market

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

<pre>

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.

</pre>

#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]

