**Final Review list**

(1) (ch1 - ch6) definition of Software Engineering, CMM model, product and process quality, configuration management, configuration items, change request.

(2) (ch7) agile cost estimation

(3) (ch9) steps in requirement engineering, approaches, elicitation techniques, requirement specification (IEEE 830), functional/Nonfunctional

(4) (ch10) UML diagram, static/dynamic, read/develop, use case/class/sequence

(5) (ch11) definition of software architecture, Software Architecture & Quality, backlog (driver), stakeholders, software pattern (delegation, façade, MVC, prototype (deep/show clone)

(6) (ch12) abstraction, modularity, coupling and cohesion, Information hiding, complexity, hierarchical structure, complexity (McCabe Cyclomatic complexity), refactoring, OO Metrics (software metrics) (example 62) relate with CMM model, design by contract.

(7) (ch13) black/white box testing, exhaustive testing, unit testing (xUnit, Junit, NUnit), coverage criteria.

(8) Programs: AbstractionDemo, InterfaceDemo, DelegationDemo, AccessorDemo CohesionDemo, CouplingDemo