

## **Q/A Sheet #1- Introduction to SE**

date: \_\_\_\_\_ number: \_\_\_\_\_ name: \_\_\_\_\_

### **Questions from Prof.**

1. On slide 7, why is the cost distribution pattern of the iterative and component-based model different from the waterfall?
2. Explain the trade-off between the essential attributes on slide 12.
3. Compare the difference between validation and verification activities.
4. Explain four fundamental software engineering activities, such as specification, development, validation, and evolution.
5. Discuss the types of applications on Slide 18-20 and find more than two examples for each type.
6. Explain why you should choose different software engineering techniques, methods, and tools depending on the context of the software project.
7. Think about some fundamental principles that can apply to all types of software systems.
8. Describe the distinctive changes in the software development process when using web or web services as a technical platform.
9. Investigate the fatal consequences caused by unethical behavior or decisions by software engineers.
10. Discuss with your colleagues what knowledge and efforts you need to be a competitive software engineer.

### **Questions from Student**

- 1.
- 2.