Software Engineering

* Gokul (5.12.17)

* Textbooks

Text book of author Rogger Pressman and his disciples ideas about software are no way connected to the practical methods or procedures followed say software Development is no way an art but, a science

They said its engineering

The textbook knowledge no way goes waste, it is that aspect to convert text book knowledge to practical aspect

Software dev time

Theory-70% maintenance, 30% dev

Dev- 30% code, 70% ie., totally 9% code rest is requirement gathering, design ect

Pract-4% code,30% communication,60% company politics,

* Models

We give equal weight to all models in the text book

There is no specified model which is advised or said good

Even if required the model used can be changed at any time of the project dev

Models are also developed by individual companies or persons. Depending on the project, model can be changed

* Design

Designing includes the structural outlook of the project

We need to confirm with the design or outlook with client if the person is ok

Typeface is done as specified

Icon thickness or thinness can be altered when required

Enabling and disabling functions

Figma and sketch are used for design