



CEN 4010
Principles of Software Engineering

Lesson 1

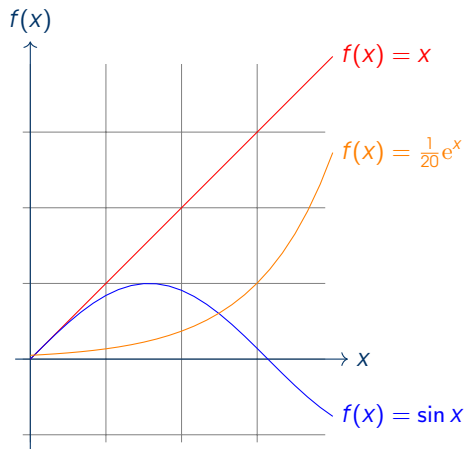
Introductions

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Agenda

Chapter 1
Chapter 2
Chapter 3



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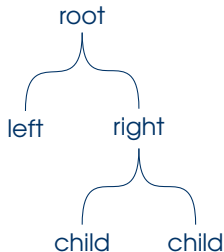
For example:

- ▶ **First Point:** A brief description of the first point.
- ▶ **Second Point:** A brief description of the second point.
- ▶ **Third Point:** A brief description of the third point.

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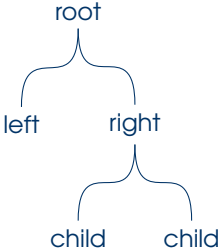
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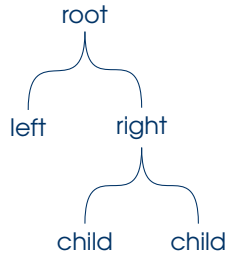
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slideImageText





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DELIVERY



CUSTOM Design **BANNER**

IMAGE • TEXT • LOGO • COLORS

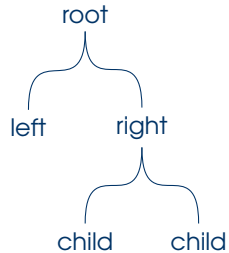
Some Other Templates to Explore

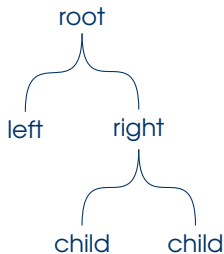
The centrality of interactions

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The centrality of interactions





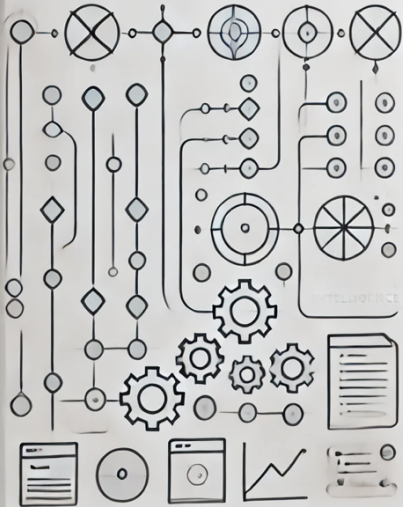
The centrality of interactions

Could this really work?

answer=A: It all depends

Generative Intelligence for SDLC

Software Intelligence · Software Assets · Software Development



Title

- ▶ Chapter 1
- ▶ Chapter 2
- ▶ Chapter 3
- ▶ Chapter 4
- ▶ Chapter 5
- ▶ Chapter 6

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