

Q) Explain Martin Fowler's three perspectives of software development with an example.

- i) Conceptual: This perspective "represents the concepts in the domain under study. A conceptual model should be drawn with little or no regard for the software that might implement it."
- ii) Specification: We are looking at the interface of the software, not implementation.
- iii) Implementation: At this point we are at the code itself. "This is probably the most often-used perspective, but in many ways specification perspective is often a better one to take."

In the example of "Go to your next class". You as the instructor are communicating ~~at~~ with the people at Conceptual Level. In other words, you are telling people what you want, not how to do it.

However, the way they go to their next class is very specific.

They are following specific instrⁿ and in doing so are working at the implementation level.