WEEK3:
Date: 19 Aug 2016

Progress Made This Week:
In this week's morning class I have mainly spent my time in learning what actually Software Engineering is for. Basically Software engineering is the application of engineering to the design, development,implementation,testing and maintenance of software in a systematic way.
We also learnt what are the core requirements to be a good software engineer.
Typically they are 5. Programing, Design,Process,Communication and Teamwork.
One thing that questioned me was that, Why I'm studying this course, what is software engineering actually meant for?
I feel that this course can help me to acquire new skills, improve my ability to solve complex programs and most importantly to develop high quality software.
We also learned about two important principles.
1. Abstraction
2. Decomposition
Is there any difference between science and software engineering? Still need to figure that out.
In Afternoon class, sridhar sir assigned us a task to write the similarities and differences between MOVIE MAKING and SOFTWARE ENGINEERING.
Most of us thought that there are more similarities between movie making and software engineering. Even I felt so.

Things to learn/study:
➔ Two more principles Cohesion and Coupling
➔ UML distilled
➔ See Nato Software Engineering Conferences.
➔ "No silver bullet "- Fred Brooks
➔ "The Cathedral in the Bazaar" - Brad Cox
➔ Read 25 papers in next 10 days

Goals for next week:
★ Submit a 2 page project proposal for the 5 project ideas we have.
★ Get hands on the programming skills.
★ Have meetings with team to discuss the project ideas.