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Professor Name

CSC431

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Individual Course Reflection

I feel like I learned a lot from this course in terms of being able to present better and content. Initially, I was nervous since I had never presented in any other computer science course I have taken in the past, but being forced to do so benefitted me in the long run because it improved how I communicate when standing in front of an audience. The most significant things that I learned from chapters one and two are the attributes of good software engineering (i.e. maintainability and usability) along with the four main activities involved in different software processes (specification, design and implementation, validation, and evolution). In chapters three and four I understood how to differentiate between plan-driven and agile development along with what non-functional and functional requirements are. What I believe to be the lesson that benefitted me the most was learning how to create different diagrams such as the use case diagram and sequence diagrams. I struggled to create those previously, but now I feel more confident in my ability to create, understand, and even explain them to others. Overall, every time I attended class I learned something new and all of the lessons were engaging since we were able to talk rather than jotting down notes the entire time.