# Part 1

The fourth week of “Software Engineering: Introduction” course was about the High Level Design. High level design is about structuring your software system, how to make it more maintainable and usable, and about different types principles you should follow to make it better. In details, this course was about abstractions, their types and use, technical representations, APIs, their high level and low level designing, REST development, Coupling and Cohesion, and the most important for me SOLID design principles. SOLID principles are about how to make your object-oriented (OOP) systems more maintainable and testable. As it occurred, that is quite useful not only for OOP developers but for some others as well, for instance for functional programmers.

Most of this week was familiar to me. Despite this I have picked up some new knowledges. Such as SOLID principles and API’s.

There were no difficulties for me in this week. The only issue is that there was a bit too much of videos. If I could, I’d split this course into separate REST and API’s part and the remaining topics.

# Part 2

This time I am giving a feedback on a Savelii’s report ones again. His report was short and clear. No problems in listening to him were occurred. This time I would advise him the same thing I told previous time. He did presentation in Paint which is not the best way to present information.

His course is about asynchronous programming in .NET platform which is relevant to me. I do programming in C# which is part of the .NET platform, so his course is interesting for me.