# Part 1

The 6th and the last week of the “Software Engineering: Introduction” was about project construction. In this week I learned about how non-structural properties, particularly readability, contribute to the quality of code in software systems, how automation contributes to the software development process, and how to identify five categories of code smells that contribute to poor software design. Most important info for me was Code Smells part. This part is about some project design defect or issues and the ways of Improving them. Another nice thing was that lecturer provided all kind of Code Smells with an examples. Without them understanding of Code Smells could have been impossible.

# Part 2

Unfortunately, I am doing this reflection not on time, so I am not able to give a critic on a speech ☹