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Software design principles

Analysis

Research the problem - client requirements, technical specifications, what competitors have done, etc.

Design

Plan out the software - what it will do, how it will do it, what it will look like, and so on.

Testing (alpha testing)

The programmers and select people will test the program and find bugs or problems.

Implementation

Write the code and release the program to the public or client.

Maintenance (beta testing)

Check the program is working as expected - does it do everything the client wants? Is it reliable?

If there are problems, they will usually be fixed at this stage