

Software Engineering

Minimum things we need to prove our software is successful.

1. Requirements
 - a. Details
 - b. Priority
 - c. What will change , what will not change
 - d. Acceptance criteria.
2. Design
 - a. Architecture
 - b. Traceability matrix
 - c. Low level design *****
 - d. Test cases
 - e. Integration and Implementation Details
3. Coding
 - a. Test cases
 - b. Know the language and best practices
 - c. Unit Testing
 - d. Test report
4. Testing
 - a. Depends on project profile
 - b. Too many, but decide
5. Implementation
 - a. Homo Sapiens issues
6. Maintenance
 - a. Know what changes
 - b. Try to isolate it
 - c. Figure out if you can configure instead of code.

Parallel things very important

1. Documentation Make things formal
2. Reviews -- Ask feedback
3. Quality Assurance – data collection and valuing consistency.
4. Risk Management – nobody has been killed because of doing this aggressively.
5. Change Control – control changes in an organized way
6. Project Management – Culture is important, task dependencies, making WBS structures , key thing is details.