Regan Tarasewicz

“I pledge my honor that I have abided by the Stevens Honor System.”

EX-05, 03-12-2020

1. A software life cycle is a set of activities and their relationships to each other to support the development of a software system.
2. Waterfall software development is a method used in construction and manufacturing that collects the requirements, creates a design, proceeds through implementation, and solves residual problems through maintenance. The major limitations are there is a lack of flexibility for change and innovation, it is test compressed, and the results are given to the customer at the end, among other things.
3. Software engineering is a discipline focused on all aspects of software production from the initial creation of the system specifications until the maintenance of the system while being used. It is relevant because is deals with the technical processes, project management, tool development, and the methods and theories involving the software production.