2018年第一学期

《软件工程概论》 平时作业

**开课学期： 2018年第一学期（春季）**

**课 时： 32**

**学 分： 2**

**课程属性： 必修**

**考核方式：考试 闭卷笔试 70%**

**课程作业 30%**

**教学班级： 1613011 1613013**

Chapter 1 Why Software Engineering ?

序：各位同学，各位可能对这样的章名感到另类。在中译版（《软件

工程》，第四版，杨卫东译，人民邮电出版社）中，直接翻译成了

“软件工程概述”，我个人理解，英文章名的含义没有那么简单，

不仅仅是“概述”而已。“软件工程”一词从1968年首次提出以来，

学界和业界都在追求“工程化”，至此，你也该明白本章章名的深刻

含义了。

下面，我就紧扣“工程化”思路，给出若干本章需求掌握的

内容的练习题，望同学们认真完成。

在后续的教学中，我会给出参考答案。

Part 1 Fill Blanks

1．Software is a set of ， and 。

2．Software engineering means the application of a ， and

approach to the ， ， and ，of software. That is, the

application of engineering to software.

3. Any Problem-solving technique must have two parts, to problem to

determine its nature, and then a solution.

4. The McCall’s quality model concerns the quality of ，CMM concerns

the quality of ，and ROI concerns the quality of .

5. The is the company, organization ,or a person who is paying for the

software system to be developed. The the company, organization ,or

a person who is building the software system. The is the person or

people who will actually use the system.

6. Any entity to be engineered ,we must do ， ， ， ，and 。

Part 2 Brief Description

1. Briefly describe the roles of analyst, designer, programmer,

tester, and trainer.

Chapter 2 Modeling the Process and Life Cycle

Part 1 Fill Blanks

1. We can think a set of ordered tasks as a , a series of , including

， and 。

2．When the process involves building of some ,we sometime refer to the

Process as a 。

3. The life cycle of a software product include ， ， ， ，

and 。

1. The software development usually involves ， ， ， ，

， ， ， and stages。

1. The waterfall model include ， ， ， ， ， ，

and steps.

1. The ensures that the system has implemented all of the requirement,

But the ensures that each function works correctly.

1. The V model makes more explicit some of the and that are hidden

In the waterfall model。

1. The spiral model combine the development activities with management to minimize and control the 。
2. A is a partially developed product that enable customers and developers

To examine some aspect of the proposed system and decide if it is suitable or

appropriate for the final product.

Part 2 Brief Description

1. Briefly describe the advantage and disadvantage of the WatterFall model.

Chapter 3 Planning and Managing the Project

Part 1 Fill Blanks

1. A describe the software development cycle for a particular project

by enumerating the or stages of the project and breaking each into discrete or to be done.

2．The Schedule is a that shows when activities will begin and end, and

When the related development products will be ready.

1. The Deliverables ,that is the that the customer expects to see

during project development.

1. An is a part of the project that takes place over o period of time,

whereas a is the completion of an activity- a particular point of time.

1. The depicts the project as a set of discrete pieces of work.
2. The or for an activity is the estimated amount of time required for

the activity to be completed. The is the amount of time available in the

schedule for the activity’s completion. or for an activity is the difference between the and for that activity

1. The is a path that the slack time at every node is zero.
2. GANTT CHART is used to depict the projects’ .

Part 2 Brief Description

1. Gave out some deliverables.
2. Briefly describe the characteristics of software development team’s

individual.

1. Do the exercise 2, and 3 of this chaper ( Forth Edition PP. 138-139)

。