

Software Engineering, EOSF322, Fall 2019
Chapter 3 & 4, Exercise, Aug. 30

Various software engineering principles are given in Chapter 3.

- Davis's 15 principles, 1994
- Royce's 10 principles, 1998
- Wasserman's concepts, 1996

Wasserman's concepts are:

1. Abstraction
2. Analysis and design methods and notation
3. User interface prototyping
4. Modularity and architecture
5. Reuse
6. Life cycle and process
7. Metrics
8. Tools and integrated environment

Discuss the principles and concepts presented in Chapter 3 in light of the article that SE curricula focus too much on the needs of large companies, rather than the needs of startups and next-gen technology companies. Develop 5 +/- 2 recommendations/guidelines for our CS curricula/class. Share these with the class.