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The Software Engineer

Student: _____

Hullward University: Software Engineering Department

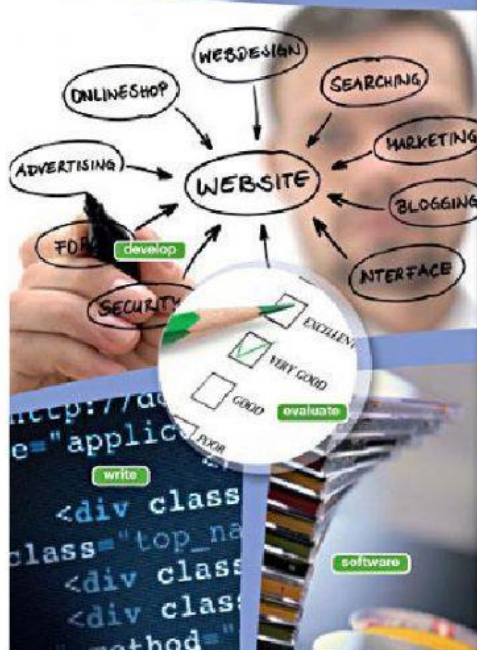
Software Engineering 101: Course Outcomes

This class focuses on computer **software**. It covers various elements of development and programming. The students will learn to **design** and **develop** programs. The objective is to **write** useful computer software.

Small groups of students will complete several short projects. These focus on **programming-in-the-small**. The whole class will work together on **programming-in-the-large**. This project runs throughout the entire semester.

The students will also **install** and **test** their own software **artifacts**. This is an

opportunity to **investigate** any software development problems. Finally, students will **evaluate** the correctness of each other's software. Student reviews are part of the final grade.



Get Ready!

- Before you read the passage, answer the questions.
 - What are some steps of the process of creating software? _____
 - What are some responsibilities of a software engineer? _____

Reading

- Read the course description. Then, choose the correct answer.
 - What is NOT included in the course?**
 - How to write software.
 - Steps for investigate problems.
 - The history of software development.
 - Testing other students' software.
 - What will the students do for each other?**
 - Adjust development plants.
 - Recommend carrer paths.
 - Install software.
 - Evaluate performance.
 - What is true of the programming-in-the-small project?**
 - It is the first step in writing a program.
 - It involves small group of students.
 - It deals with the main framework of a program.
 - It is used to install programs.

Vocabulary

3. Match the words (1-8) with the definitions (a-h)

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|--------------------|----------------|
| 1 ____ evaluate | 5 ____ design |
| 2 ____ software | 6 ____ develop |
| 3 ____ investigate | 7 ____ install |
| 4 ____ write | 8 ____ test |

- | | |
|---|---|
| A | to form letters and words into sentences or instructions. |
| B | to plan the way that something will be created. |
| C | to bring something from the initial conception to action or implementation. |
| D | to carefully study something and assess its qualities. |
| E | to operate something to see whether it works. |
| F | to put something into the place where it will function. |
| G | to get more information about something |
| H | the programs that perform particular functions on a computer |