Fundamentals of Software Engineering

This Tutorial is based on questions from the book Software Engineering 10 by Ian Sommerville and is based on selected material covered in chapter 7 Use the lecture slides as a guide to what was covered. You will also need to ensure that you have read through the relevant parts of chapters 7.

Week 8 Tutorial

Modelling and Architectural Design

1. What are the 5 key activities in an object-oriented design process?
2. What do you understand by the system context and interaction model?
3. Briefly describe 3 approaches that may be used to identify object classes?
4. Why is it important to specify the interfaces of components that are being developed by a software engineering team?
5. What are the principal aims of software configuration management?
6. What are essential tools in a software development platform?
7. Briefly describe the idea of open-source development.