**CS 4321 - Video Lecture Expectations**

**Video P1L1 – Introduction & Overview (22 min)**

**Answer the questions below and submit on Blazeview (HW- P1L1) or in person. Instructions:**

* **Do not remove the questions.**
* **You can provide the answer(s) where the blank is, but preserve the underline (or use a different color for the answers)**
* **Or, you can provide the answers below the questions. For example, you could type: Answer: x, y, z.**

**Questions to be answered**

1. (15 points – write a thoughtful answer) Pretend like you are talking with a friend/relative/*etc* who is not in the computing field*.* Explain what software engineering is **and** why it is important.

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1. What are the three causes of the software crisis?

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1. In a study by Davis, 1990, about 71% (5/7) of the cost of the software developed was software that was either

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|  | or |  |

1. A  is a formal, or semiformal, way of discussing, or describing, how software should be developed.
2. The family of software processes sacrifices discipline a little bit in order to be more flexible and be more able to account for changes in requirements.
3. What are the five phases that characterize all software processes?

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1. What are three “tools of the trade” that have helped increase programmers’ productivity?

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