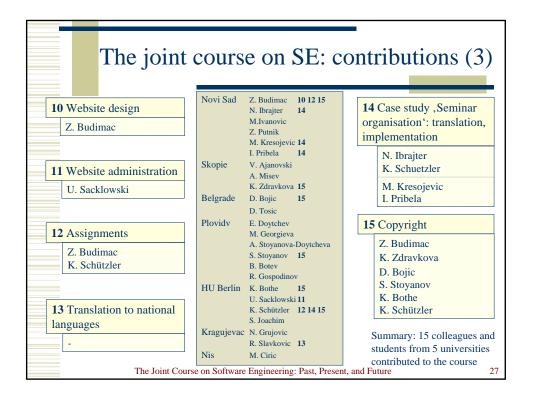
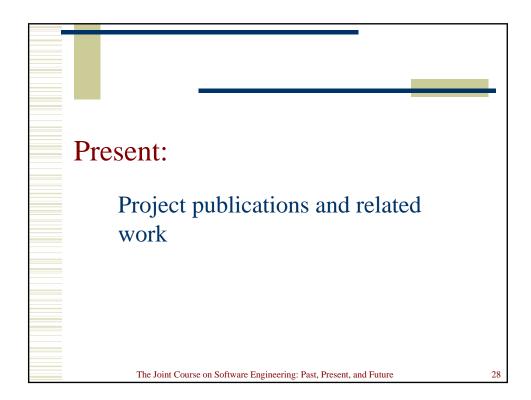
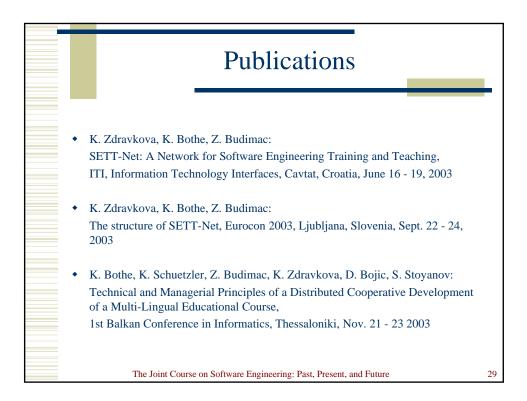
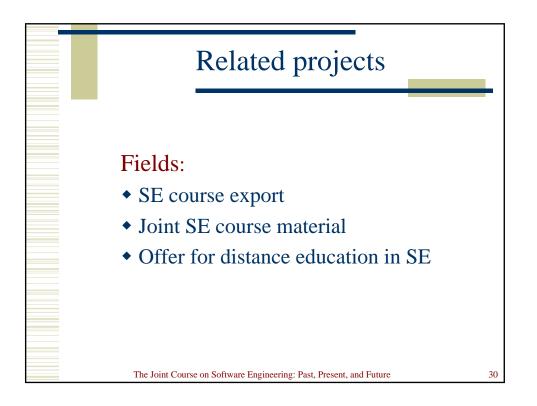


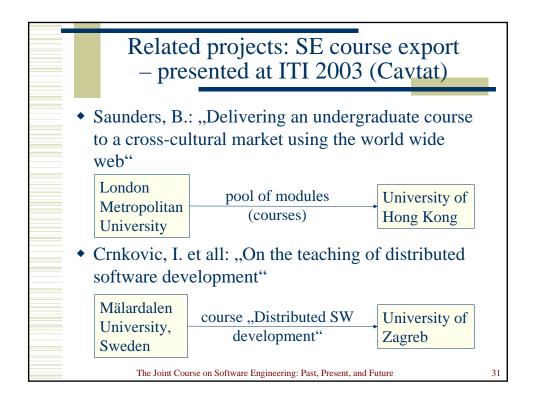
The joint	cours	se on SE	E: co	ntributions (2)
5 Translation to English Z. Budimac Z. Putnik K. Zdravkova D. Bojic A. Stoyanova-Doytcheva K. Bothe K. Schützler	Novi Sad Skopie Belgrade	Z. Budimac     5 6 7 8 °       N. Ibrajter     9       M. Jvanovic     9       Z. Putnik     5 9       M. Kresojevi-     1       J. Pribela     1       V. Ajanovk     5 9       A. Misev     1       K. Zdravkova     5 69	9	8 Use of slides in lectures Z. Budimac K. Bothe R. Slavkovic
6 Review reports Z. Budimac K. Zdravkova D. Bojic S Stoyanov K. Schützler 7 Slide style guides Z. Budimac	Plovidv HU Berlin Kragujevac	D. Tosic E. Doytchev M. Georgieva A. Stoyanova-Doytche S. Stoyanov 6 B. Botev R. Gospodinov K. Bothe 5789 U. Sacklowski K. Schützler 569 S. Joachim N. Grujovic R. Slavkovic 8		9 Topic Presentation Z. Budimac N. Ibrajter M. Ivanovic Z. Putnik V Ajanovski K. Zdravkova D. Bojic A. Stoyanova-Doytcheva K. Bothe K. Schützler
K. Bothe	Nis urse on Softwa	M. Ciric re Engineering: Past,	, Present, ai	

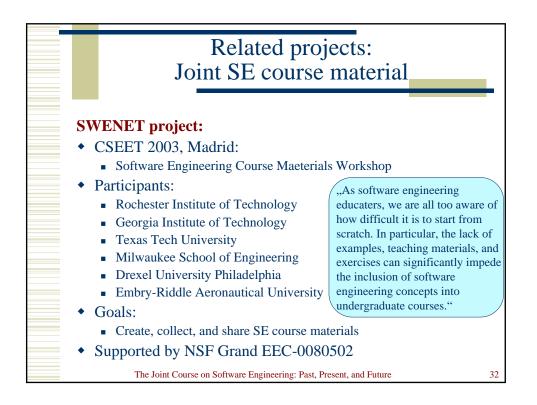


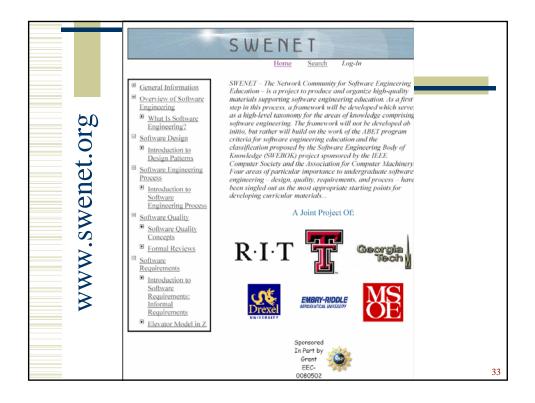












	ck here to vote, ad ent or view the thre this module	ads for (This module currently has no ratings)			
	1/5/000000	s Software Engineering?			
Module		oftware Engineering: What is Software Engineering?			
Version	Version 0.1 - 8/7/02				
Author	Thomas B. Hilburn,				
Areas	Software Requireme Software Design (BC Software Testing (BC Software Maintenand	) ))			
SEEK Areas	DES.con Softwar CON Constru VAV.fnd V&V ter	ments Fundamentals. e Design Concepts cicon (introduction only) minology and foundations incepts of evolution and maintenance			
Prerequisite Knowledge		specific prerequisite knowledge, it would be helpful if students were ted an introductory programming class.			
Abstract	new to computing. Th	ned to introduce the discipline of software engineering to students inrough reading, research, reporting and class discussion, students pline - its content, its major problems, its goals, and the principal engineers.	Module		
Size	Lecture: 60 min Exercise: 3 hours		description in		
Learning	Bloom Level	Educational Objective	l description in		
Objectives	Knowledge	Define the term "software engineering".			
	Knowledge	Describe the problems in software system development and evolution.	SWÊNET		
	Knowledge	Identify the activities associated with software engineering as applied in the development of a software system.	SWEINEI		
Topics	3. What do software	lems with software development and why is it so hard?			
Module Materials	Teaching tips for the ISE1 module (MSMord) (PDE) Z. OSE1 exercise booklet (MSMord) (PDE) S.Key to OSE1 exercise (MSMord) (PDE)				
Resources & References	1 http://www.sei.com.edu/about/over/ever/http://tim. 2. http://www.com.ex.gol/abda1.http: 2. http://www.lamesu/tra.com/features/19992159mcconnell_phr.htm 3. http://www.lamesu/tra.com/features/19992159mcconnell_phr.htm 5. http://www.lamesu/tra.com/features/19992179mcconnell_phr.htm 5. http://www.lamesu/tra.com/features/19992169mcconnell_phr.htm 5. http://features/19992169mcconnell_phr.htm 5. http://features/199921				
Author Comments	This module is designed for use with first year students in computing (computer engineering), computer science, information systems, information technology, software engineering). It could also be used in a high school programming course to introduce the software engineering discipline.		Past, Present, and Future	34	



The Joint Course on Software Engineering: Past, Present, and Future



