Software Engineering

Lesson 01
Software Development Processes
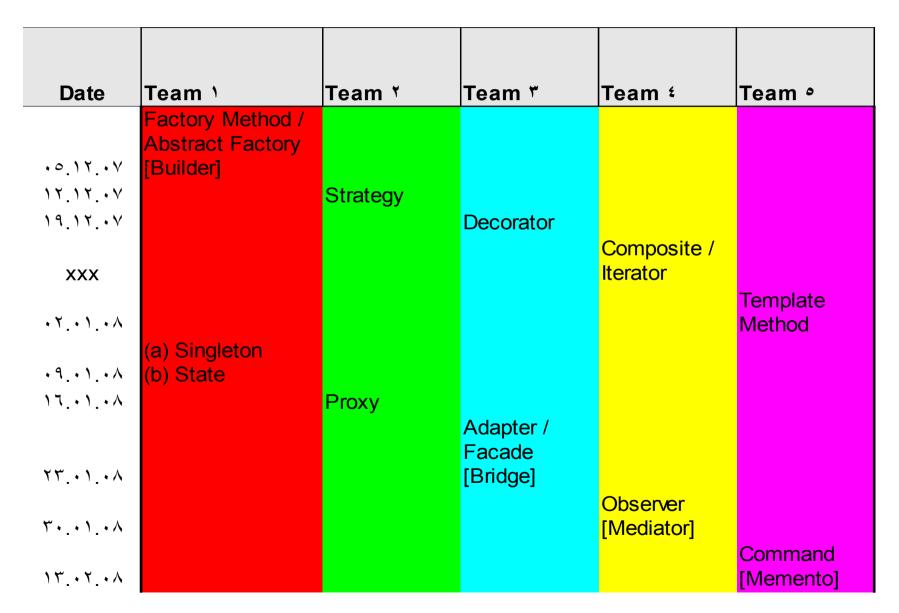## Homework v1.0a

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Homework - overview

- Establish 5 (Design Pattern) Teams – find great names!

- We will work during the course on Design Pattern (see next page)

- Each team has to present 2 times specified Design Pattern to the class!

Homework No. 1

Date	Team ١	Team ٢	Team ٣	Team ٤	Team ٥
٠٥.١٢.٠٧	Factory Method / Abstract Factory [Builder]	Strategy	Decorator	Composite / Iterator	Template Method
١٢.١٢.٠٧					
١٩.١٢.٠٧					
xxx					
٠٢.٠١.٠٨	(a) Singleton (b) State	Proxy	Adapter / Facade [Bridge]	Observer [Mediator]	
٠٩.٠١.٠٨					
١٦.٠١.٠٨					
٢٣.٠١.٠٨					
٣٠.٠١.٠٨					Command [Memento]
١٣.٠٢.٠٨					

Homework No. 1

- Get familiar with the rough ideas of the presented design pattern

- Next lesson we will allocate design patterns to teams

Homework No. 2

- Research and give definitions (including sources) concerning the topics

  – "User Requirement Specification" and

  – „Functional Specification / Target Specification"

Homework No. 3

- **Read the specification**
  KU-Bangkok_SW-Eng_00_2007.08_SimpleSpec-GUI-Thai-SEU_V0.2.pdf

- **Questionnaire**

  - Create a questionnaire – in details – concerning requirements you don't understand or which seem to be incomplete.

  - For each question, formulate a proposal – describe simple feasible assumptions.

- **Create based on the specification and your assumptions a target specification.**