

## ACS 567 - Software Project Management

Spring 2009 - Kalyan Govindu

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### SWEBOK Knowledge Area : Software Design

#### Focus:

Design or designing of software project is to plan for the ideal solution to meet the needs established the requirements stage earlier. It is often said that the more time spent designing the less you will have to do it at implementation time. This process of solving the issues and planning out the solution that will need to be implemented has many years of life as part of software development life cycle (SDLC). There have been several flavors of this process over the years and all aim for the same thing, design completeness and adopting to changes along with way.

#### Major Steps:

Again in this section as well there might be a need for User Interface design, based on whether the software needs a user interface. There are many aspects to consider in the design of a piece of software. The importance of each should reflect the goals the software is trying to achieve. Some of these aspects that are worth noting are compatibility, extensibility and maintainability.

A software designer or architect may identify a design problem which has been solved by others before. A template or pattern describing a solution to a common problem is known as a design pattern. The reuse of such patterns can speed up the software development process, having been tested and proven in the past.

#### Experience:

In this day and age, I believe extensibility should be given special consideration, as it is in the real world out there. The reason for this is that software engineering in my mind is becoming software integration at some level, where we as developers are finding different peices and fitting them together to meet most of the

requirements.