

Software development course work sample

[Technology](#), [Development](#)



Lessons for programming beginners

Confidence and aggressiveness are the most important aspects of becoming a good programmer. Mund explains Leonardo's confidence on how to figure out the CAD model. Leonardo, for example, tells about his initiative to learn by himself following training denial by Code Red Manufacturing. It is true that there are more than enough resources that one requires to build confidence in programming. Internet for example is full of resources in a variety of media ranging from print to audio to video. Another important resourceful way is through discussion with people having like interest (Leibs, 2008).

Software internationalization challenge

According to Muller, software internationalization challenge arises when some software features do not comply with the expected requirements and standards. Failure of a software to notice change in time according to change in geographical location is a challenge. Another challenge is the failure of the software to incorporate user interface conventions, form layout convention, poor number formatting, combining characters, collation order, proper punctuations according to language, message convention and meaning, placeholders defining values, case mapping features, bold styling and online help for user support. For software to be international, it has to meet these functional features (Mund et al., 2007).

Another challenge facing software internationalization is the inability to test quality assurance into the software. Here, internationalization concerns need to be put into consideration right from inception up to packaging and delivery. To solve this, maturity models for software development processes

may be used for it has proven to be successful in software quality management. Cultural adaptation has proven to be a hindrance in the process of internationalization. Some covert cultural factors include mental disposition, perception, social interaction rules and context of use. This can be viewed as a problem of software design and quality assurance and can be solved by widespread of standardized conventions through long-term engagement of computer scientists, perceptual psychologists and cultural anthropologists (Muller, 2007).

Outsourcing software development

Outsourcing is the processes of having a third party perform some duty on your behalf. Software development seems to be taking the same approach since the growth of internet technologies is improving by the day. In this manner, individuals working from away are hired to build small software components that can later be integrated to come up with complex software. The result is impressive since the outsource clients are competing with themselves, thus resulting in production of high quality software in a reasonably short development period and at a cheaper cost of production (Leibs, 2008).

This is the best approach because development time is reduced by about a hundred days compared to normal company process of development. Another advantage is quality software production since module acceptance is on competitive basis.

References

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