

The delivered early to  
get the feedback from



The assignment asks for the utilization of software engineering principles in real life either professional or personal ways.

According to theory and research papers, there are seven basic software engineering principles. When we go through the history of software engineering, developers face many challenges all through Software Development Life Cycle (SDLC) especially in the phases of design, construction and maintenance of the software/project/product. To comfort SDLC software engineering principles which I believe were introduced. These principles facilitate to develop software in such a manner that it holds all the qualities like: efficiency, functionality, adaptability, maintainability, and usability. The following are some of the principles which claimed as software engineering principles used in software development life cycle. 1.

**Abstraction:** A software developer cannot deal with more than a few concepts and their relationships simultaneously. An abstraction allows suppressing details that are unimportant to him/her and emphasize the important information<sup>2</sup>. **Generality:** Generality can be characterized as a state or quality of being not limited to one case. Generalization, as an inductive process, collects information about many and presents it in a single description<sup>3</sup>. **Reliability:** Probability of failure-free software operation for a specified period in a specified environment. 4. **Incremental development:** Incremental development means development in a stepwise fashion.

According to this principle a subset of the system is delivered early to get the feedback from the users in the early stages of the development.

5. Modularity and Decomposition: Modularity is a kind of Separation of concerns. A complex problem can be divided into simpler parts called modules, allowing details of each module being handled in isolation and separately. 6. Anticipation of Change: The changes occur because usually the entire software requirement is not understood by the development team and this happens because of the communication gap between client and software team.

Software engineering has come back an extended method since from years and the first to create our field into an engineering discipline. In fact, the primary steps enclosed the name itself, that mirrored the goal of introducing engineering discipline into the software system development method. Our achievements toward this goal embrace a larger understanding of the role of abstraction and separation of considerations in software system engineering, the introduction of modularity and the notions of a software system life cycle, process, activity, abstract specifications and notations, etc. Most of those concepts come back directly from engineering, though they required to be tailored to the distinctive issues that arise in operating with totally different and a lot of abstract materials though hardware engineers are concerned in style, they're radio-controlled and restricted by the natural laws of the materials with that their styles should be enforced. Software system seems to not have these same varieties of natural limits, however to be infinitely versatile and malleable.

The bounds exist however area unit merely less obvious and a lot of associated with limitations in human talents than limitations within the physical world. References:

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