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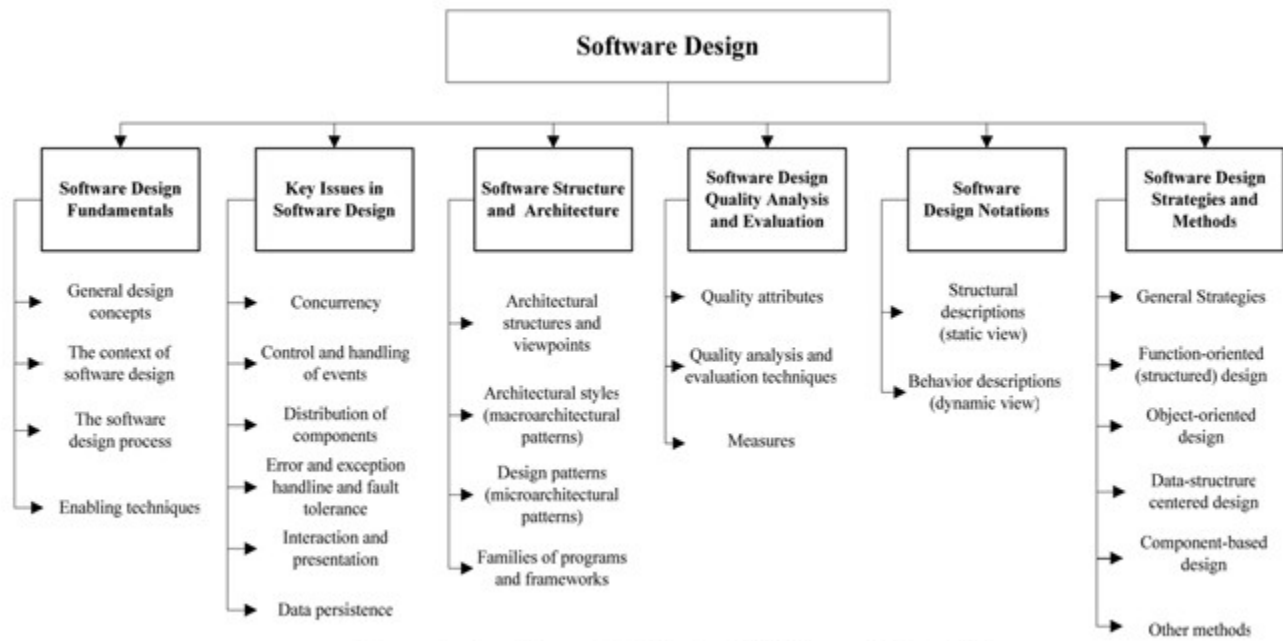
CS360

16 December 2011

### SWEBOK KA-2: Software Design

SWEBOK defines knowledge area two in terms of IEEE standards definitions, namely that software design is "both 'the process of defining the architecture, components, interfaces, and other characteristics of a system or component' and 'the result of [that] process.'" (SWEBOK Ch. 1) The Software Design knowledge area covers aspects of software engineering related to forming an idea of what is going to be built—contrasted with simply starting work on a project and hoping something meeting some of the requirements results from that work. This can include documentation of myriad forms and notations, mock-ups and sketches, and even quality analysis.

Software design is important to our group as we have spent most of our time working on documentation in an attempt to get an idea of what exactly we will be building. Earlier in the project we jumped ahead making preliminary UML diagrams in a highly unstructured way and, in the end, that work was largely wasted by our further design efforts for the class. Our group learned its lesson.



**Figure 1** Breakdown of topics for the Software Design KA