

《软件工程专业英语》

图书基本信息

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章节摘录

版权页：插图：Task 3 Passages Learning Passage1 Rapid Application Development Rapid application development is a software development methodology that involves methods like iterative development and software prototyping. According to Whitten (2004) , it is a merger of various structured techniques, especially data-driven Information Engineering, with prototyping techniques to accelerate software systems development. In rapid application development, structured techniques and prototyping are especially used to define users' requirements and to design the final system. The development process starts with the development of preliminary data models and business process models using structured techniques. In the next stage, requirements are verified using prototyping, eventually to refine the data and process models. These stages are repeated iteratively; further development results in "a combined business requirements and technical design statement to be used for constructing new systems". RAD approaches may entail compromises in functionality and performance in exchange for enabling faster development and facilitating application maintenance.

Passage 2 The important task in creating a software product is extracting the requirements or requirements analysis. Customers typically have an abstract idea of what they want as an end result, but not what software should do. Incomplete, ambiguous, or even contradictory requirements are recognized by skilled and experienced software engineers at this point. Frequently demonstrating live code may help reduce the risk that the requirements are incorrect. Once the general requirements are gathered from the client, an analysis of the scope of the development should be determined and clearly stated. This is often called a scope document. Certain functionality may be out of scope of the project as a function of cost or as a result of unclear requirements at the start of development. If the development is done externally, this document can be considered a legal document so that if there are ever disputes, any ambiguity of what was promised to the client can be clarified. Implementation is the part of the process where software engineers actually program the code for the project. Software testing is an integral and important part of the software development process. This part of the process ensures that defects are recognized as early as possible. Documenting the internal design of software for the purpose of future maintenance and enhancement is done throughout development. This may also include the writing of an API, be it external or internal. It is very important to document everything in the project. Deployment starts after the code is appropriately tested, is approved for release and sold or otherwise distributed into a production environment. Software Training and Support is important and a lot of developers fail to realize that. It would not matter how much time and planning a development team puts into creating software if nobody in an organization ends up using it. People are often resistant to change and avoid venturing into an unfamiliar area, so as a part of the deployment phase, it is very important to have training classes for new clients of your software.

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精彩短评

- 1、概括的很全。
- 2、刚拿到手，感觉质量还行，章节后面还有练习题
- 3、书很好！用着很舒服。
- 4、本来以为不错，买来一看，垃圾。。。烧了
- 5、只有一点计算机词汇（最简单的），还讲高中就学过的语法，基本和软件工程没有关系，太失望了！坑爹！
- 6、还不错，很实用，可以学到很多专业英语
- 7、买了，还没有看。不过看起来挺好的，有使用价值
- 8、可以。还没看
- 9、挺好的，深入浅出，适合学习
- 10、书本印刷质量不太好

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