

Unit 5: Software as a Tool - Its Functionality and Development Methodologies

- Read Section: 5.3, 10, 10.1, 10.6, 12.4 and Chapter 7 of your core text book: Brookshear, J. and Brylow, D. (2018), *Computer Science - An Overview*. 13th Ed. Harlow: Pearson.

Additional Reading

- Wirth, N. (2008) A Brief History of Software Engineering. *IEEE Annals of the History of Computing* 30(3): 32-39. DOI:10.1109/MAHC.2008.33.
- Ambler, S. (2012) 2011 IT project success rates survey.
- This article introduces an important software development methodology adapted by many large and small organisations: Ambler, S. (2014) Agile modeling (AM) home page: effective practices for modeling and documentation.
- Asur, S. & Hufnagel, S. (1993) Taxonomy of rapid-prototyping methods and tools. *Proceedings The Fourth International Workshop on Rapid System Prototyping*, Research Triangle Park. Pp. 42-56. DOI: 10.1109/IWRSP.1993.263196.
- Hughey, D. (2009) The traditional waterfall approach.
- Lewallen, R. (2005). Software Development Life Cycle. Code Better.
- This article introduces the basics of SCRUM methodology: Scrum (2014) Scrum.org.