

<<软件工程专业英语>>

图书基本信息

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内容概要

《软件工程专业英语》课程是要求学生在已经掌握计算机行业英语的基础上进一步掌握软件方向专业术语，熟悉软件文档的写作规范，提高软件文档的翻译技能。

该课程学习目标面向市场，定位明确，旨在培养学生具备基本的阅读行业英语技术文献、编写英文软件开发文档、进行英文口语交流的能力，努力做到使学生毕业后能够参与英语语言环境下的软件公司基础项目或者进行相应的辅助性工作。

本教材由周霜主编。

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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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