

1. Requirements

2. Design

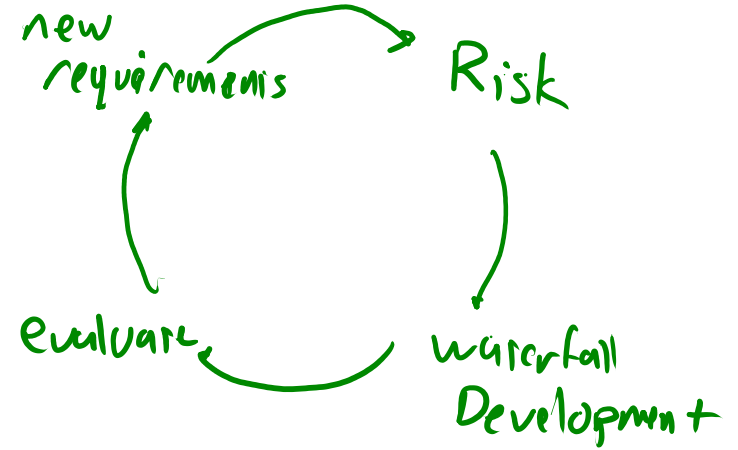
3. Implementation

4. Testing

5. Maintenance

Waterfall model

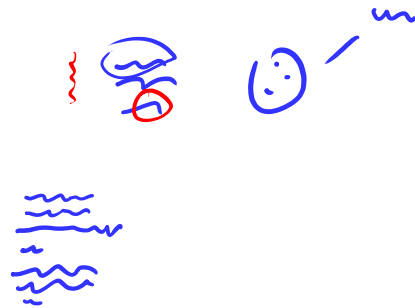
Spiral model

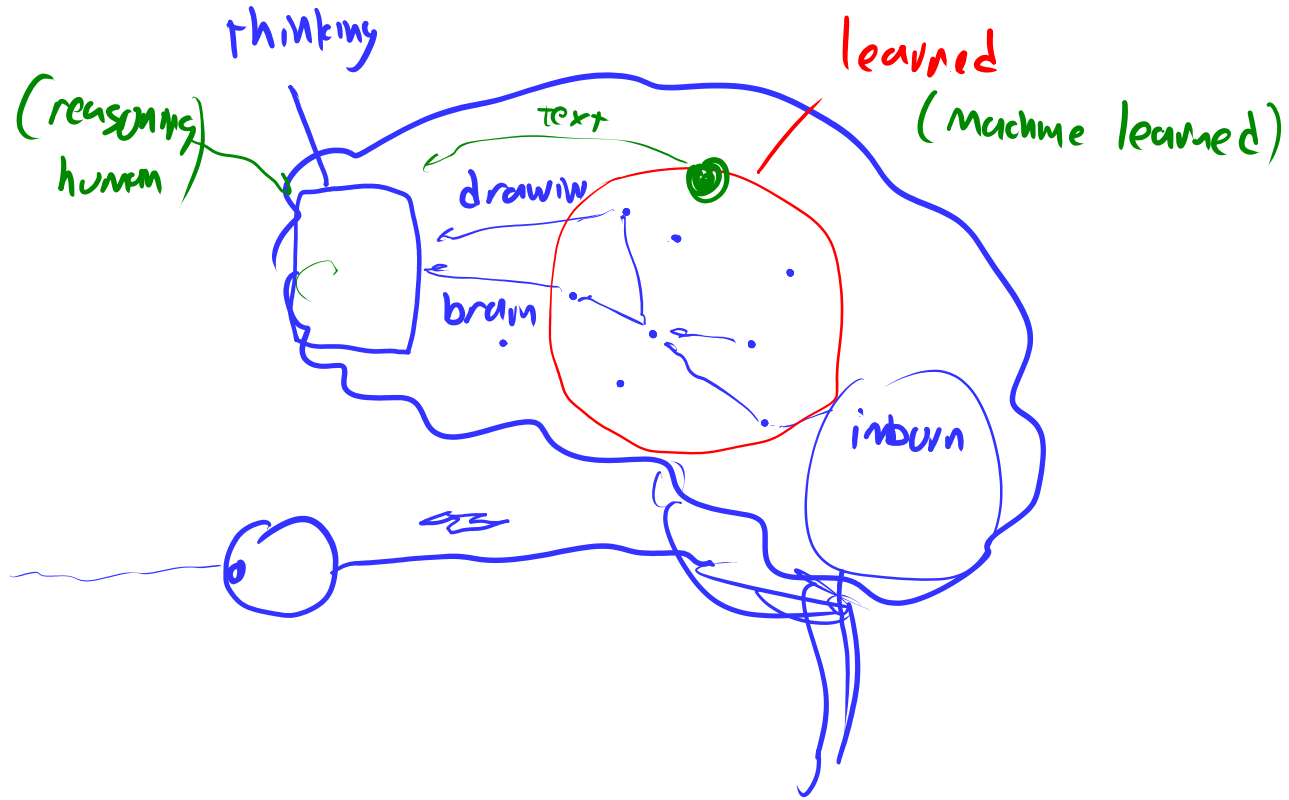


Human impact of Design

Taking notes in class

1. Paper
2. laptop
3. tablets
4. recordings

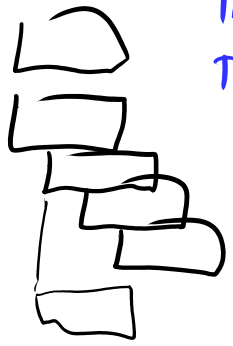




texting

Comments
blog/site

oldest
→
less
TIME-SENS



less personal
Typical

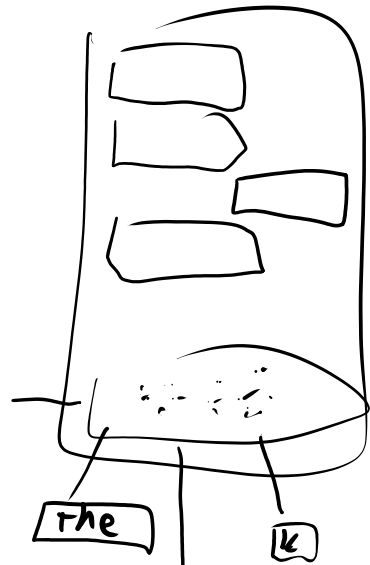
one-sided

anonyms → rude



direct
any
topic

conversation
quantity



recent
urgency

abbrev
"SMH"
😊

AI suggestions

TTS — spelling
STT — multi-ask

Technical Debt

Fastest way to do something

↳ usually breaks something

↓
accumulate
negative effect
of changes

Code maintenance

• add to code
breaks
design

↓
leads to

brittleness

↙
Refactor

Change How, not what it does

or

↘
Start over

Supply chain attacks

Library — code others wrote that many apps use

— often: open-source, free, few developers
Side project

Supply chain = set of libs used

Contribute ^{code} library
 [^]
 bad