

CS VS SOFTWARE ENGINEERING

CS VS SOFTWARE ENGINEERING IS A COMMON COMPARISON FOR STUDENTS, PROFESSIONALS, AND EDUCATORS EXPLORING THE FIELDS OF COMPUTING AND TECHNOLOGY. BOTH COMPUTER SCIENCE (CS) AND SOFTWARE ENGINEERING ARE INTEGRAL DISCIPLINES THAT CONTRIBUTE TO THE DEVELOPMENT AND ADVANCEMENT OF SOFTWARE, BUT THEY DIFFER IN FOCUS, METHODOLOGY, AND CAREER APPLICATIONS. UNDERSTANDING THE DISTINCTIONS AND OVERLAPS BETWEEN THESE TWO FIELDS IS ESSENTIAL FOR MAKING INFORMED EDUCATIONAL AND PROFESSIONAL DECISIONS. THIS ARTICLE DELVES INTO THE DEFINITIONS, CORE SUBJECTS, CAREER PROSPECTS, SKILL REQUIREMENTS, AND INDUSTRY APPLICATIONS OF COMPUTER SCIENCE VERSUS SOFTWARE ENGINEERING. IT ALSO HIGHLIGHTS THE EDUCATIONAL PATHS AND JOB ROLES TYPICALLY ASSOCIATED WITH EACH DISCIPLINE, PROVIDING CLARITY ON WHICH MIGHT BE THE BETTER FIT DEPENDING ON INDIVIDUAL GOALS. THE DISCUSSION AIMS TO PROVIDE A COMPREHENSIVE OVERVIEW OF CS VS SOFTWARE ENGINEERING TO ASSIST READERS IN NAVIGATING THIS CRITICAL CHOICE.

- DEFINITION AND SCOPE OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING
- CORE CURRICULUM AND SUBJECT MATTER
- KEY SKILLS AND COMPETENCIES
- CAREER OPPORTUNITIES AND INDUSTRY ROLES
- EDUCATIONAL PATHWAYS AND CERTIFICATIONS
- INDUSTRY APPLICATIONS AND WORK ENVIRONMENT

DEFINITION AND SCOPE OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING

THE DISTINCTION BETWEEN COMPUTER SCIENCE AND SOFTWARE ENGINEERING BEGINS WITH THEIR FUNDAMENTAL DEFINITIONS AND SCOPE. COMPUTER SCIENCE IS THE STUDY OF COMPUTERS AND COMPUTATIONAL SYSTEMS, FOCUSING ON ALGORITHMS, THEORY, AND THE PRINCIPLES UNDERLYING COMPUTATION. IT ENCOMPASSES A BROAD EXPLORATION OF TOPICS SUCH AS PROGRAMMING LANGUAGES, DATA STRUCTURES, ARTIFICIAL INTELLIGENCE, AND COMPUTATIONAL THEORY.

SOFTWARE ENGINEERING, ON THE OTHER HAND, IS A DISCIPLINE FOCUSED ON THE SYSTEMATIC DESIGN, DEVELOPMENT, TESTING, AND MAINTENANCE OF SOFTWARE APPLICATIONS. IT APPLIES ENGINEERING PRINCIPLES TO SOFTWARE CREATION TO ENSURE RELIABILITY, EFFICIENCY, AND SCALABILITY. WHILE SOFTWARE ENGINEERING RELIES ON COMPUTER SCIENCE FUNDAMENTALS, IT EMPHASIZES PRACTICAL IMPLEMENTATION AND PROJECT MANAGEMENT WITHIN SOFTWARE DEVELOPMENT LIFE CYCLES.

COMPUTER SCIENCE OVERVIEW

COMPUTER SCIENCE EXPLORES THE THEORETICAL FOUNDATIONS OF INFORMATION AND COMPUTATION. IT INVOLVES DESIGNING ALGORITHMS, UNDERSTANDING MACHINE ARCHITECTURE, AND STUDYING AREAS LIKE CRYPTOGRAPHY, DATABASES, AND OPERATING SYSTEMS. THE FIELD IS RESEARCH-ORIENTED AND AIMS TO EXPAND THE KNOWLEDGE BASE OF COMPUTING CAPABILITIES.

SOFTWARE ENGINEERING OVERVIEW

SOFTWARE ENGINEERING FOCUSES ON APPLYING ENGINEERING METHODOLOGIES TO SOFTWARE PRODUCTION. IT COVERS SOFTWARE DESIGN PATTERNS, DEVELOPMENT METHODOLOGIES SUCH AS AGILE AND WATERFALL, QUALITY ASSURANCE, AND VERSION CONTROL. THE GOAL IS TO PRODUCE HIGH-QUALITY SOFTWARE EFFICIENTLY AND RELIABLY IN REAL-WORLD ENVIRONMENTS.

CORE CURRICULUM AND SUBJECT MATTER

THE EDUCATIONAL CONTENT OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING DEGREE PROGRAMS REFLECTS THEIR DIFFERING PRIORITIES AND OBJECTIVES. WHILE THERE IS SOME OVERLAP, EACH CURRICULUM TAILORS ITS COURSEWORK TO DEVELOP SPECIFIC EXPERTISE ALIGNED WITH THEIR FIELD'S GOALS.

TYPICAL COMPUTER SCIENCE CURRICULUM

- PROGRAMMING FUNDAMENTALS AND ADVANCED PROGRAMMING
- DATA STRUCTURES AND ALGORITHMS
- THEORY OF COMPUTATION
- OPERATING SYSTEMS AND COMPUTER ARCHITECTURE
- ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING
- DATABASE SYSTEMS
- COMPUTER NETWORKS
- SOFTWARE DEVELOPMENT PRINCIPLES (INTRODUCTORY)

TYPICAL SOFTWARE ENGINEERING CURRICULUM

- SOFTWARE DEVELOPMENT LIFE CYCLE (SDLC)
- REQUIREMENTS ENGINEERING
- SOFTWARE DESIGN AND ARCHITECTURE
- QUALITY ASSURANCE AND TESTING
- PROJECT MANAGEMENT AND TEAM COLLABORATION
- SOFTWARE MAINTENANCE AND EVOLUTION
- PROGRAMMING AND SOFTWARE CONSTRUCTION
- HUMAN-COMPUTER INTERACTION

KEY SKILLS AND COMPETENCIES

BOTH COMPUTER SCIENCE AND SOFTWARE ENGINEERING PROFESSIONALS REQUIRE STRONG TECHNICAL SKILLS, BUT THEIR CORE COMPETENCIES DIVERGE BASED ON THEIR ROLES AND RESPONSIBILITIES WITHIN THE TECH INDUSTRY.

SKILLS EMPHASIZED IN COMPUTER SCIENCE

COMPUTER SCIENCE EMPHASIZES ANALYTICAL THINKING, PROBLEM-SOLVING, AND THEORETICAL KNOWLEDGE. KEY SKILLS INCLUDE:

- ALGORITHM DESIGN AND ANALYSIS
- MATHEMATICAL FOUNDATIONS OF COMPUTING
- PROGRAMMING PROFICIENCY
- RESEARCH AND INNOVATION CAPABILITIES
- UNDERSTANDING OF HARDWARE-SOFTWARE INTERACTION

SKILLS EMPHASIZED IN SOFTWARE ENGINEERING

SOFTWARE ENGINEERING PRIORITIZES PRACTICAL DEVELOPMENT SKILLS AND PROJECT MANAGEMENT ABILITIES. IMPORTANT COMPETENCIES INCLUDE:

- SOFTWARE DESIGN AND MODELING
- KNOWLEDGE OF DEVELOPMENT METHODOLOGIES (AGILE, SCRUM)
- TESTING, DEBUGGING, AND QUALITY ASSURANCE
- COLLABORATION AND COMMUNICATION IN TEAMS
- VERSION CONTROL AND DEPLOYMENT PROCESSES

CAREER OPPORTUNITIES AND INDUSTRY ROLES

THE CAREER TRAJECTORIES FOR COMPUTER SCIENCE AND SOFTWARE ENGINEERING GRADUATES DIFFER, OFTEN REFLECTING THE FOCUS AREAS OF THEIR TRAINING AND EXPERTISE. BOTH FIELDS OFFER LUCRATIVE AND IN-DEMAND ROLES BUT CATER TO DIFFERENT ASPECTS OF THE TECHNOLOGY LANDSCAPE.

CAREERS IN COMPUTER SCIENCE

COMPUTER SCIENCE GRADUATES OFTEN PURSUE ROLES THAT REQUIRE DEEP THEORETICAL KNOWLEDGE AND INNOVATION, SUCH AS:

- DATA SCIENTIST OR DATA ANALYST
- RESEARCH SCIENTIST IN AI OR MACHINE LEARNING
- SYSTEMS ARCHITECT
- CYBERSECURITY ANALYST
- SOFTWARE DEVELOPER WITH SPECIALIZED FOCUS

CAREERS IN SOFTWARE ENGINEERING

SOFTWARE ENGINEERING CAREERS TYPICALLY EMPHASIZE BUILDING AND MAINTAINING SOFTWARE PRODUCTS, INCLUDING ROLES LIKE:

- SOFTWARE ENGINEER OR DEVELOPER
- QUALITY ASSURANCE ENGINEER
- DEVOPS ENGINEER
- PROJECT MANAGER IN SOFTWARE DEVELOPMENT
- APPLICATION DEVELOPER

EDUCATIONAL PATHWAYS AND CERTIFICATIONS

BOTH FIELDS OFFER VARIOUS EDUCATIONAL ROUTES, RANGING FROM UNDERGRADUATE DEGREES TO ADVANCED CERTIFICATIONS, WHICH HELP PROFESSIONALS SPECIALIZE AND ADVANCE IN THEIR CAREERS.

ACADEMIC DEGREES IN COMPUTER SCIENCE

COMMON DEGREE OPTIONS INCLUDE BACHELOR OF SCIENCE IN COMPUTER SCIENCE (BSCS), MASTER'S DEGREES, AND PHDs FOCUSING ON RESEARCH AREAS. THESE PROGRAMS EMPHASIZE RIGOROUS COURSEWORK IN ALGORITHMS, THEORY, AND COMPUTATIONAL SYSTEMS.

ACADEMIC DEGREES IN SOFTWARE ENGINEERING

DEGREES IN SOFTWARE ENGINEERING TYPICALLY INCLUDE BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING OR RELATED FIELDS. THESE PROGRAMS FOCUS ON SOFTWARE DEVELOPMENT METHODOLOGIES, PROJECT MANAGEMENT, AND PRACTICAL ENGINEERING PRINCIPLES.

PROFESSIONAL CERTIFICATIONS

CERTIFICATIONS BENEFICIAL IN BOTH FIELDS INCLUDE:

- CERTIFIED SOFTWARE DEVELOPMENT PROFESSIONAL (CSDP)
- PROJECT MANAGEMENT PROFESSIONAL (PMP)
- CERTIFIED SCRUMMASTER (CSM)
- MICROSOFT CERTIFIED: AZURE DEVELOPER ASSOCIATE
- COMPTIA SECURITY+ (FOR CYBERSECURITY ROLES)

INDUSTRY APPLICATIONS AND WORK ENVIRONMENT

THE WORK ENVIRONMENTS AND INDUSTRY APPLICATIONS OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING REFLECT THEIR DISTINCT FOCUSES. BOTH FIELDS CONTRIBUTE SIGNIFICANTLY TO TECHNOLOGY DEVELOPMENT BUT IN DIFFERENT CONTEXTS.

APPLICATIONS OF COMPUTER SCIENCE

COMPUTER SCIENCE PRINCIPLES DRIVE INNOVATION IN VARIOUS SECTORS, INCLUDING:

- ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING RESEARCH
- DATA SCIENCE AND BIG DATA ANALYTICS
- CYBERSECURITY AND CRYPTOGRAPHY
- DEVELOPMENT OF NEW PROGRAMMING LANGUAGES AND COMPILERS
- ACADEMIC AND INDUSTRIAL RESEARCH

APPLICATIONS OF SOFTWARE ENGINEERING

SOFTWARE ENGINEERING SUPPORTS THE PRACTICAL CREATION AND MAINTENANCE OF SOFTWARE IN INDUSTRIES SUCH AS:

- ENTERPRISE SOFTWARE DEVELOPMENT
- MOBILE AND WEB APPLICATION DESIGN
- EMBEDDED SYSTEMS AND IoT DEVICE SOFTWARE
- VIDEO GAME DEVELOPMENT
- CLOUD COMPUTING AND DEVOPS OPERATIONS

FREQUENTLY ASKED QUESTIONS

WHAT IS THE MAIN DIFFERENCE BETWEEN COMPUTER SCIENCE AND SOFTWARE ENGINEERING?

COMPUTER SCIENCE FOCUSES ON THE THEORETICAL FOUNDATIONS OF COMPUTATION AND ALGORITHMS, WHILE SOFTWARE ENGINEERING EMPHASIZES THE PRACTICAL APPLICATION OF ENGINEERING PRINCIPLES TO DESIGN, DEVELOP, AND MAINTAIN SOFTWARE SYSTEMS.

WHICH DEGREE IS BETTER FOR A CAREER IN SOFTWARE DEVELOPMENT: COMPUTER SCIENCE OR SOFTWARE ENGINEERING?

BOTH DEGREES CAN LEAD TO A CAREER IN SOFTWARE DEVELOPMENT. COMPUTER SCIENCE PROVIDES A STRONG THEORETICAL BACKGROUND, WHILE SOFTWARE ENGINEERING OFFERS MORE PRACTICAL TRAINING IN SOFTWARE DESIGN AND PROJECT MANAGEMENT. THE CHOICE DEPENDS ON INDIVIDUAL CAREER GOALS AND INTERESTS.

DOES SOFTWARE ENGINEERING INVOLVE MORE TEAMWORK COMPARED TO COMPUTER SCIENCE?

YES, SOFTWARE ENGINEERING TYPICALLY INVOLVES MORE TEAMWORK AND COLLABORATION AS IT FOCUSES ON THE ENTIRE SOFTWARE DEVELOPMENT LIFECYCLE, INCLUDING DESIGN, TESTING, AND MAINTENANCE, OFTEN REQUIRING COORDINATION AMONG MULTIPLE TEAM MEMBERS.

ARE PROGRAMMING SKILLS EMPHASIZED MORE IN COMPUTER SCIENCE OR SOFTWARE ENGINEERING?

PROGRAMMING SKILLS ARE IMPORTANT IN BOTH FIELDS, BUT COMPUTER SCIENCE MAY FOCUS MORE ON ALGORITHMIC PROBLEM-SOLVING AND LOW-LEVEL PROGRAMMING, WHEREAS SOFTWARE ENGINEERING EMPHASIZES WRITING MAINTAINABLE AND SCALABLE CODE AS PART OF LARGER PROJECTS.

WHICH FIELD OFFERS BETTER JOB PROSPECTS: COMPUTER SCIENCE OR SOFTWARE ENGINEERING?

BOTH FIELDS OFFER STRONG JOB PROSPECTS IN THE TECHNOLOGY INDUSTRY. SOFTWARE ENGINEERING ROLES MAY BE MORE ABUNDANT IN COMPANIES FOCUSING ON LARGE-SCALE SOFTWARE PROJECTS, WHILE COMPUTER SCIENCE GRADUATES CAN FIND OPPORTUNITIES IN RESEARCH, DEVELOPMENT, AND SPECIALIZED AREAS LIKE ARTIFICIAL INTELLIGENCE.

CAN A COMPUTER SCIENCE GRADUATE PURSUE A CAREER IN SOFTWARE ENGINEERING?

ABSOLUTELY. MANY COMPUTER SCIENCE GRADUATES TRANSITION INTO SOFTWARE ENGINEERING ROLES BY GAINING EXPERIENCE IN SOFTWARE DEVELOPMENT PRACTICES, PROJECT MANAGEMENT, AND USING ENGINEERING TOOLS.

IS THE CURRICULUM MORE MATH-INTENSIVE IN COMPUTER SCIENCE OR SOFTWARE ENGINEERING?

COMPUTER SCIENCE CURRICULA ARE GENERALLY MORE MATH-INTENSIVE, COVERING TOPICS LIKE DISCRETE MATHEMATICS, ALGORITHMS, AND COMPUTATIONAL THEORY, WHEREAS SOFTWARE ENGINEERING FOCUSES MORE ON SOFTWARE DESIGN METHODOLOGIES, QUALITY ASSURANCE, AND PROJECT MANAGEMENT.

ADDITIONAL RESOURCES

1. *"COMPUTER SCIENCE VS SOFTWARE ENGINEERING: UNDERSTANDING THE DIFFERENCES"*

THIS BOOK EXPLORES THE FUNDAMENTAL DISTINCTIONS BETWEEN COMPUTER SCIENCE AND SOFTWARE ENGINEERING. IT DELVES INTO THE THEORETICAL FOUNDATIONS OF COMPUTER SCIENCE AND CONTRASTS THEM WITH THE PRACTICAL, APPLICATION-DRIVEN NATURE OF SOFTWARE ENGINEERING. READERS WILL GAIN CLARITY ON CAREER PATHS, EDUCATIONAL REQUIREMENTS, AND INDUSTRY EXPECTATIONS FOR BOTH FIELDS.

2. *"BRIDGING THE GAP: INTEGRATING COMPUTER SCIENCE AND SOFTWARE ENGINEERING"*

FOCUSING ON THE SYNERGY BETWEEN COMPUTER SCIENCE AND SOFTWARE ENGINEERING, THIS BOOK DISCUSSES HOW CONCEPTS FROM BOTH DISCIPLINES COMPLEMENT EACH OTHER. IT HIGHLIGHTS COLLABORATIVE TECHNIQUES, METHODOLOGIES, AND TOOLS THAT PROFESSIONALS USE TO CREATE ROBUST SOFTWARE SOLUTIONS. THE BOOK IS IDEAL FOR STUDENTS AND PRACTITIONERS AIMING TO HARNESS KNOWLEDGE FROM BOTH AREAS.

3. *"FUNDAMENTALS OF COMPUTER SCIENCE FOR SOFTWARE ENGINEERS"*

DESIGNED FOR SOFTWARE ENGINEERING STUDENTS, THIS BOOK PRESENTS CORE COMPUTER SCIENCE PRINCIPLES ESSENTIAL FOR EFFECTIVE SOFTWARE DEVELOPMENT. TOPICS INCLUDE ALGORITHMS, DATA STRUCTURES, COMPUTATIONAL THEORY, AND SYSTEM DESIGN. IT EMPHASIZES APPLYING THEORETICAL KNOWLEDGE TO SOLVE REAL-WORLD ENGINEERING PROBLEMS EFFICIENTLY.

4. *"SOFTWARE ENGINEERING PRINCIPLES THROUGH A COMPUTER SCIENCE LENS"*

THIS TEXT PROVIDES AN IN-DEPTH LOOK AT SOFTWARE ENGINEERING PRINCIPLES GROUNDED IN COMPUTER SCIENCE THEORY. IT

COVERS SOFTWARE LIFECYCLE MODELS, QUALITY ASSURANCE, AND PROJECT MANAGEMENT WHILE EXPLAINING THE UNDERLYING COMPUTATIONAL CONCEPTS. READERS WILL LEARN HOW A STRONG COMPUTER SCIENCE BACKGROUND ENHANCES ENGINEERING PRACTICES.

5. *"FROM ALGORITHMS TO APPLICATIONS: A JOURNEY FROM COMPUTER SCIENCE TO SOFTWARE ENGINEERING"*

TRACING THE EVOLUTION FROM ABSTRACT COMPUTER SCIENCE CONCEPTS TO PRACTICAL SOFTWARE ENGINEERING APPLICATIONS, THIS BOOK OFFERS A COMPREHENSIVE OVERVIEW OF BOTH DOMAINS. IT DISCUSSES HOW ALGORITHMS AND COMPUTATIONAL MODELS INFORM SOFTWARE DESIGN AND DEVELOPMENT. THE NARRATIVE HELPS READERS APPRECIATE THE CONTINUUM BETWEEN THEORY AND PRACTICE.

6. *"CAREER PATHS IN COMPUTING: CHOOSING BETWEEN COMPUTER SCIENCE AND SOFTWARE ENGINEERING"*

TARGETED AT STUDENTS AND EARLY-CAREER PROFESSIONALS, THIS GUIDE COMPARES CAREER OPPORTUNITIES, SKILL REQUIREMENTS, AND INDUSTRY TRENDS IN COMPUTER SCIENCE AND SOFTWARE ENGINEERING. IT PROVIDES INSIGHTS INTO JOB ROLES, NECESSARY EDUCATION, AND FUTURE PROSPECTS. THE BOOK AIDS READERS IN MAKING INFORMED DECISIONS ABOUT THEIR PROFESSIONAL TRAJECTORIES.

7. *"THEORETICAL FOUNDATIONS VS PRACTICAL IMPLEMENTATION: A COMPARATIVE STUDY IN COMPUTING"*

THIS BOOK EXAMINES THE CONTRAST BETWEEN THE THEORETICAL ASPECTS OF COMPUTER SCIENCE AND THE PRACTICAL DEMANDS OF SOFTWARE ENGINEERING. THROUGH CASE STUDIES AND EXAMPLES, IT ILLUSTRATES HOW EACH DISCIPLINE APPROACHES PROBLEM-SOLVING DIFFERENTLY. THE COMPARATIVE ANALYSIS HELPS READERS UNDERSTAND THE STRENGTHS AND LIMITATIONS OF BOTH FIELDS.

8. *"SOFTWARE ENGINEERING: APPLYING COMPUTER SCIENCE CONCEPTS TO REAL-WORLD PROBLEMS"*

FOCUSING ON THE APPLICATION OF COMPUTER SCIENCE KNOWLEDGE IN SOFTWARE ENGINEERING, THIS BOOK COVERS DESIGN PATTERNS, SOFTWARE ARCHITECTURE, AND BEST CODING PRACTICES. IT DEMONSTRATES HOW THEORETICAL CONCEPTS TRANSLATE INTO EFFECTIVE SOFTWARE SOLUTIONS. THE TEXT IS VALUABLE FOR ENGINEERS SEEKING TO DEEPEN THEIR UNDERSTANDING OF THE SCIENCE BEHIND THEIR CRAFT.

9. *"EDUCATIONAL APPROACHES TO COMPUTER SCIENCE AND SOFTWARE ENGINEERING"*

THIS BOOK REVIEWS PEDAGOGICAL STRATEGIES FOR TEACHING COMPUTER SCIENCE AND SOFTWARE ENGINEERING, HIGHLIGHTING THE DIFFERENCES IN CURRICULUM DESIGN AND LEARNING OUTCOMES. IT DISCUSSES HOW EDUCATORS BALANCE THEORY AND PRACTICE TO PREPARE STUDENTS FOR DIVERSE COMPUTING CAREERS. THE WORK IS USEFUL FOR ACADEMIC PROFESSIONALS AND CURRICULUM DEVELOPERS.

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cs vs software engineering: Computer Science Education in the 21st Century Tony Greening, 2012-12-06 The world is experiencing unprecedented rapidity of change, originating from pervasive technological developments. These developments are fundamentally reliant on the changing face of computing. Computers are a near-ubiquitous feature on the modern social landscape. Such ubiquity enables rapid propagation of changes emerging from within computing as a family of disciplines. What, then, is the relevance of such changes to education of future computer professionals and computer scientists? This book considers the effects of such rapid change from within computing disciplines, by allowing computing educationalists to deliver a considered verdict on the future of their discipline. The targeted future, the year 2020, was chosen to be distant enough to encourage authors to risk being visionary, while being close enough to ensure some anchorage to reality. The result is a scholarly set of contributions expressing the visions, hopes, concerns, predictions and analyses of trends of the future of a discipline that continues to impact greatly on the wider community. One of the interesting aspects of asking people to consider the future is the extent to which it ultimately sheds light on the present; this concept is explored by the editor in his review of the contributions as a whole.

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reading of portions of Turing's classic 1936 paper that introduced Turing Machines, as well as discussion of the Church-Turing Computability Thesis and hypercomputation challenges to it) How do computers and computation relate to the physical world? What is artificial intelligence, and should we build AIs? Should we trust decisions made by computers? A companion website contains annotated suggestions for further reading and an instructor's manual. Philosophy of Computer Science is a must-have for philosophy students, computer scientists, and general readers who want to think philosophically about computer science.

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Nath Vellanky, 2007-10-23 Computer systems play an important role in our society. Software drives those systems. Massive investments of time and resources are made in developing and implementing these systems. Maintenance is inevitable. It is hard and costly. Considerable resources are required to keep the systems active and dependable. We cannot maintain software unless maintainability characters are built into the products and processes. There is an urgent need to reinforce software development practices based on quality and reliability principles. Though maintenance is a mini development lifecycle, it has its own problems. Maintenance issues need corresponding tools and techniques to address them. Software professionals are key players in maintenance. While development is an art and science, maintenance is a craft. We need to develop maintenance personnel to master this craft. Technology impact is very high in systems world today. We can no longer conduct business in the way we did before. That calls for reengineering systems and software. Even reengineered software needs maintenance, soon after its implementation. We have to take business knowledge, procedures, and data into the newly reengineered world. Software maintenance people can play an important role in this migration process. Software technology is moving into global and distributed networking environments. Client/server systems and object-orientation are on their way. Massively parallel processing systems and networking resources are changing database services into corporate data warehouses. Software engineering environments, rapid application development tools are changing the way we used to develop and maintain software. Software maintenance is moving from code maintenance to design maintenance, even onto specification maintenance. Modifications today are made at specification level, regenerating the software components, testing and integrating them with the system. Eventually software maintenance has to manage the evolution and evolutionary characteristics of software systems. Software professionals have to maintain not only the software, but the momentum of change in systems and software. In this study, we observe various issues, tools and techniques, and the emerging trends in software technology with particular reference to maintenance. We are not searching for specific solutions. We are identifying issues and finding ways to manage them, live with them, and control their negative impact.

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