Software Engineering and Design

(a) Compiler development is sometimes cited as an example of a situation in which the waterfall model should be applied. Why is this? [2 marks]

(b) Imagine that a user-centred design model were applied to the development of programming language products instead. Discuss what might happen differently during the development of those products. [8 marks]

(c) Suggest two design innovations that might result from the new approach. Draw a UML diagram to illustrate each of those designs, using a different kind of diagram in each case. [10 marks]