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**CS435: Introduction to Software Engineering**  
Dr. M. Zhu

■ **Process Models**

Software Engineering: A Practitioner's Approach, 7/e  
by Roger S. Pressman  
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Software Engineering 9/e  
By Ian Sommerville

**Chapter 2**

These slides are designed and adapted from slides provided by Software Engineering: A Practitioner's Approach, 7/e (McGraw-Hill 2009) by Roger Pressman and Software Engineering 9<sup>th</sup> Edition Wiley 2011 by Ian Sommerville

**Social Learning Process**

- Software is embodied knowledge that is initially dispersed, tacit and incomplete.
- In order to convert knowledge into software, dialogues are needed between users and designers, between designers and tools to bring knowledge into software.
- Software development is essentially an iterative social learning process, and the outcome is "software *emerges!*"

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