

## **Software Engineering Basics for Embedded Systems (LFD116)**

Learn the skills and processes needed to create a high-quality, reliable, safe, and secure embedded system.

NOTE: This course is a guided review of essential content found in freely available external reference materials for best-practices of Software Engineering and glossary entries and informative content from standards on Systems and Software Engineering. The purpose of the course is to introduce the terminology and definitions from the reference material. To be faithful to that purpose, whenever possible the sources are quoted rather than paraphrased.

**Duration:** 1 Day

### **Prerequisites for this course**

- Learners should have some prior software development or product integration experience, ideally in open source projects, but this course is also relevant to those with only proprietary software development experience.

### **Outline for this course**

Chapter 1 – Introduction

Chapter 2 – Software Engineering Overview

Chapter 3 – Software Engineering Lifecycle Skills

Chapter 4 – Software Engineering Cross Cutting Skills

Chapter 5 – Application and Review