

EXPERIMENTAL REPORT TO ANALYSE HUMAN THOUGHTS ON SOFTWARE ENGINEERING

¹PRAKRIT TRIVEDI, ²ANIL KUMAR DUBEY & ³VIPUL SHARMA

^{1,2}Asst. Prof. (CSE & IT Department), Govt. Engineering College Ajmer-305001, Member IEEE, India

³Faculty CSE Department, Govt. Engineering College Ajmer-305001, Rajasthan Technical University- Kota,
Rajasthan, India

ABSTRACT

Software engineering is the area of energizing where an engineer collects the physical fundamentals of a given concept through a scientist and perform practical on it, to check its overall processing and to verify it. In software engineering, researchers have given the physical fundamentals for performing something and these fundamental concepts are verified by an engineer. After this process an engineer has a heavy bundle of experimental data. They use few proposal models & techniques to analysis the overall work. Finally the team of technologists develop the product for people. Therefore we can say that range of work for these three people are bound to each other but not common. This paper has three different phases of current analysis to enlighten the mind of employees and researchers.

In the first phase of the paper we clear the concept of scientist, engineer and technologist. In the second phase we analyse the age of software and prove that software does not have age limit and last phase of the paper shows graphical results of the survey to distinguish between techniques, method and approach. In this paper we have also highlighted the impact of v& v on software engineering.

KEYWORDS: SE, Re, Technologist, Research, V & V