

Computer Science

More theoretical

How things work

Exploring what is possible

through computation

Software Engineering

More practical

How to create software

Concerned with the process of going from

requirements to a product

What makes for "good" software?

- Adheres to requirements
- Free of errors
- Performs well enough
 - Fast enough
 - Use an acceptable amount of memory
- Usable interface
- Longevity / maintainability