Outline for March 6, 2008

1. Life cycle: Waterfall Model
   a. Requirements definition and analysis
   b. System and software design (system design, program design)
   c. Implementation and unit testing
   d. Integration and system testing
   e. Operation and maintenance

2. Other life cycle models
   a. Exploratory programming
   b. Prototyping
   c. Formal transformation
   d. System assembly from reusable components
   e. Extreme programming

3. Policy and requirements
   a. Security specifications
   b. Problems with precision
   c. Example: System X and Bell-LaPadula
   d. Justifying requirements