

Table of Contents

SWEBOK

3

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- <https://swebokwiki.org>

The Guide to the Software Engineering Body of Knowledge (SWEBOK Guide) describes generally accepted knowledge about software engineering.

- [Download SWEBOK Guide v.3](#)

SWEBOK V3.0 comprises 15 Knowledge Areas:

- Chapter 1: [Software Requirements](#)
- Chapter 2: [Software Design](#)
- Chapter 3: [Software Construction](#)
- Chapter 4: [Software Testing](#)
- Chapter 5: [Software Maintenance](#)
- Chapter 6: [Software Configuration Management](#)
- Chapter 7: [Software Engineering Management](#)
- Chapter 8: [Software Engineering Process](#)
- Chapter 9: [Software Engineering Models](#)
- Chapter 10: [Software Quality](#)
- Chapter 11: [Software Engineering Professional Practice](#)
- Chapter 12: [Software Engineering Economics](#)
- Chapter 13: [Computing Foundations](#)
- Chapter 14: [Mathematical Foundations](#)
- Chapter 15: [Engineering Foundations](#)

Snippet from [Wikipedia](#): **[Software Engineering Body of Knowledge](#)**

The **Software Engineering Body of Knowledge (SWEBOK (SWE**E**-bok))** refers to the collective knowledge, skills, techniques, methodologies, best practices, and experiences accumulated within the field of software engineering over time. A baseline for this body of knowledge is presented in the *Guide to the Software Engineering Body of Knowledge*, also known as the *SWEBOK Guide*, an ISO/IEC standard originally recognized as ISO/IEC TR 19759:2005 and later revised by ISO/IEC TR 19759:2015. The *SWEBOK Guide* serves as a compendium and guide to the body of knowledge that has been developing and evolving over the past decades.

The *SWEBOK Guide* has been created through cooperation among several professional bodies and members of industry and is published by the IEEE Computer Society (IEEE), from which it can be accessed for free. In late 2013, *SWEBOK V3* was approved for publication and released. In 2016, the IEEE Computer Society kicked off the SWEBOK Evolution effort to develop future iterations of the body of knowledge.

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External links:

- <https://www.computer.org/education/bodies-of-knowledge/software-engineering>

- <https://www.computer.org/education/bodies-of-knowledge/software-engineering/topics>

[kb](#), [requirements](#), [architecture](#), [programming](#), [devops](#) [create](#)

See also [SEBoK](#), [EITBOK](#)

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