Q - Software engineering is an engineering discipline. Justify.

Software engineering is an engineering discipline that's applied to the development of software in a *systematic* approach (called a software process).

It's the application of theories, methods, and tools to design and build a software that meets the specifications efficiently, cost-effectively, and ensures quality.

It's not only concerned with the technical process of building a software, it also includes activities to manage the project, develop tools, methods, and theories that support the software production.

Different methods and techniques of software engineering are appropriate for different types of systems. For example, games should be developed using a series of prototypes, while critical control systems require a complete analyzable specification to be developed.