Focus:
The focus of this knowledge area is obvious, quality of product and quality of a piece of software inclusive. All the stakeholders that are involved in a project have a interest in the quality of the end product, but the majority of the burden is upon the developer of the piece of software.

Major Steps:
There are two major sections to Quality related to Software, they are;

1. Software Product Quality
2. Software Code Quality

The product quality is the over all quality of the end product, the completeness of the product compared to the requirements that were established early on. Although we often talk about positive things, like having a feature or correctness of something, but the other aspect of software product quality if the negative, the 'lack of bugs'.

The code quality on the other hand is a tricky one, because the computer does not case if the code is well-written or not. This is done entirely for the benefit of developers to follow and for the sack of maintainability. There are several tools available to aid with this part of quality assurance, like code formatting in development environment.

Software reliability is an important facet of software quality. It is defined as "the
probability of failure-free operation of a computer program in a specified environment for a specified time”.

Experience:
In my experience as a developer, this is the single most important thing, one can do. Documenting and maintaining the quality of the code would ensure, better maintenance of the product. Although tools are available for this task, there are only good to a certain point, and hence we need other procedures involving other developer playing role of reviewer.