

Software Quality

- Views
- Implications
- Parameters

Software Quality

- **Software Engineering**
 - “The application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software.”
 - IEEE
- **Quality**
 - Not a single idea - many aspects

Software Quality

- Popular View

- In everyday life, usually thought of as intangible, can be **felt** or **judged**, but not weighed or measured
- "**I know it when I see it**" - implies that it cannot be controlled, managed, or quantified
- Often influenced by **perception** rather than fact
 - For example, a Cadillac may be spoken of as a “quality” car, in spite of the fact that its reliability and repair record is much the same as a Chevrolet

Software Quality

- Professional View

- In a **profession** such as software development, there is an **ethical imperative** to quality
- Quality is not just a marketing and perception issue, it is a **moral** and **legal requirement** - we have a **professional responsibility** associated with the software we create
- Professionals must be able to demonstrate, and have confidence, that they are using “**best practices**”

Software Quality

- Professional View
 - In practical terms, therefore, product quality must be **measurable** in some way
 - Product quality is spoken of in terms of
 - conformance to **requirements**, including timeliness and cost
 - fitness for **use**, does it actually do the job?
 - freedom from **errors** and **failures**, is it reliable and robust?
 - customer **satisfaction**, are users happy with it?

Software Quality

- Why does it matter?
 - McConnell's "Code Complete" suggests an industry average of 15–50 errors per 1,000 lines of delivered code
 - Thousands of bugs in commercial software
 - If we still use the software, what harm is there in a few errors?

Software Quality

- Therac-25
 - Radiation therapy machine
 - Patients were given massive overdoses of radiation
 - Approximately 100 times the intended dose
 - Primarily blamed on bad software design and development practices
 - Software designed so that it was realistically impossible to automate testing

Software Quality

- Software Quality
 - Software quality is normally spoken of in terms of several different dimensions called **quality parameters**, roughly split into two groups
 - Technical Quality Parameters
 - User Quality Parameters

Software Quality

- Technical Quality Parameters
 - Correctness, reliability, capability, performance, maintainability
 - These are open to **objective** measures and **technical solutions** (focus of this course)
- User Quality Parameters
 - Usability, installability, documentation, availability
 - These often require **subjective** analysis and **non-technical solutions**

Technical Quality Parameters

- **Correctness**: lack of bugs and defects
 - measured in terms of **defect rate**
(# bugs per line of code)
- **Reliability**: does not fail or crash often
 - in terms of **failure rate** (# failures per hour)
- **Capability**: does all that is required
 - in terms of **requirements coverage**
(% of required operations implemented)

Technical Quality Parameters

- **Maintainability**: easy to change and adapt to new requirements
 - in terms of **change logs** (time and effort to add a new feature) and **impact analysis** (# lines affected by a new feature)
- **Performance**: fast and small enough
 - in terms of **speed** and **space usage** (seconds of CPU time, MB of memory, etc.)

User Quality Parameters

- **Usability**: sufficiently convenient for the intended users
 - in terms of **user satisfaction** (% of users happy with interface and ease of use)
- **Installability**: convenient and fast to install
 - in terms of **user satisfaction** (# install problems reported per installation)

User Quality Parameters

- **Documentation:**
well documented
 - in terms of **user satisfaction**
(% of users happy with documentation)
- **Availability:**
easy to access and available when needed
 - in terms of **user satisfaction**
(% of users reporting access problems)

Customers vs. users

- Pre-internet era: *customers = users*
- Internet era:
If someone pays, they are the customer
- Consequence:
 - Facebook's users are **not** Facebook's customers
 - “Customer satisfaction”?