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# IT 314: Software Engineering

*Introduction to Software Engineering*

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*what's a software anyway?" ...*

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*A software is a computer programs along with the associated documents and the configuration data that make these programs operate correctly.*

*A program is a set of instructions (written in form of human-readable code) that performs a specific task.*

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## Software Engineering

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- Software Engineering is an **engineering discipline** that's applied to the development of software in a **systematic approach** (called a software process)
  - It is the application of theories, methods, and tool to design build a software that **meets the specifications** efficiently, **cost-effectively**, and ensuring **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.
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## What is Software Engineering? Definition

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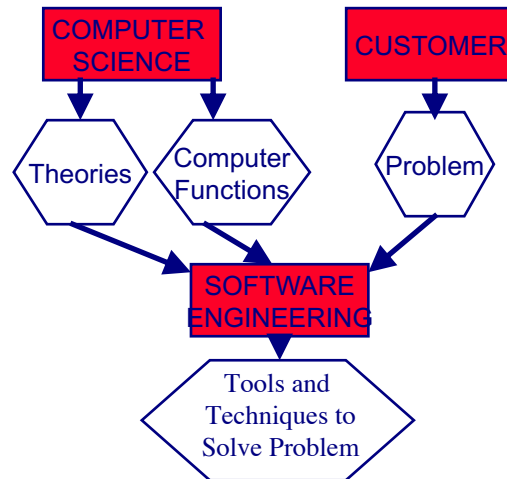
- “**Software Engineering** is the application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of **software**.” *[IEEE'90]*
  - “**Software Engineering** is intended to mean the best-practice processes used to create and/or maintain **software**, whether for groups or individuals.” *[SEYP]*
  - “**Software Engineering** is an act of applying a collection of techniques, methodologies and tools that help with the production of a high quality **software** system, ... with a **given budget**, before a **given deadline**, while **change occurs**.” *[Textbook]*
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## Software Engineering vs. Computer Science

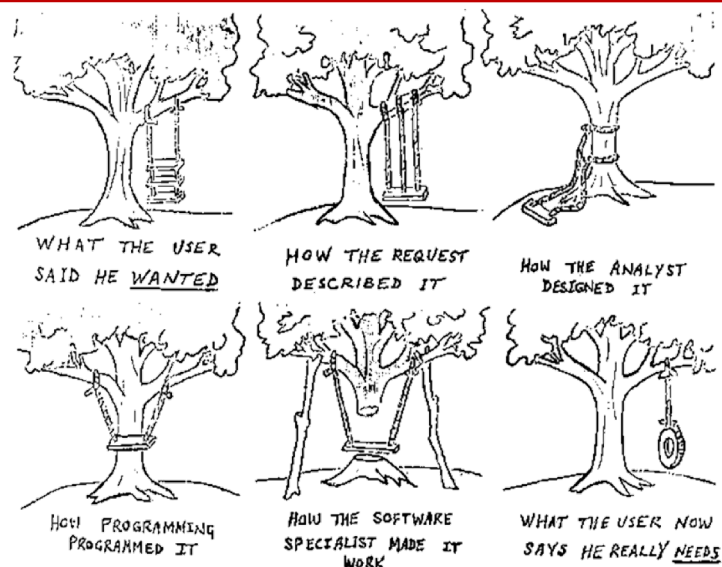
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- **Computer science** is concerned with theory and fundamentals (algorithms, programming languages, theories of computing, AI and hardware design)
  - **Software engineering** is concerned with the practicalities of developing and delivering useful software (activities).
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## Software Engineering vs. Computer Science



## Communication is a critical element



## Software Engineering vs. System Engineering

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- **System engineering** is concerned with all aspects of computer-based systems development including hardware, software and process engineering.
  - **Software engineering** is part of this process concerned with developing the software infrastructure, control, applications and databases in the system.
  - System engineers are involved in system specification, architectural design, integration and deployment.
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## Problems Behind the “Software Crisis”

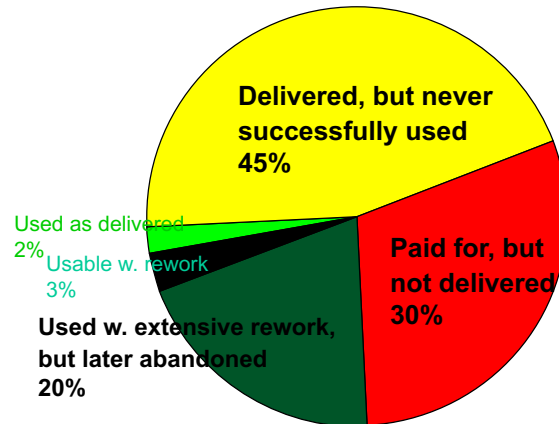
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- Increased size and complexity of systems
  - Cost overruns
  - Design bugs after implementation
  - Maintenance ripple effect
  - Requirements and design needed development tools, not just in the programming tools
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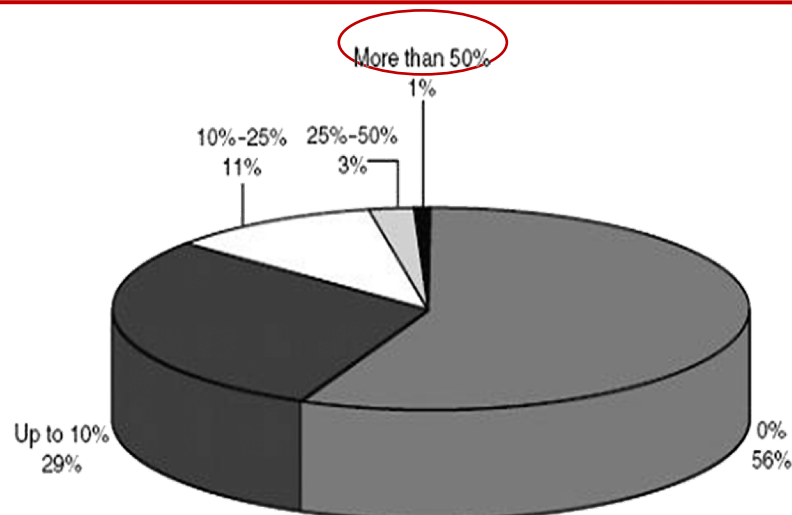
## Why Software Engineering?

- Research from Standish Group Data on 9236 development projects completed in 2004.

*9 software projects totaling \$96.7 million: Where The Money Went  
[Report to Congress, Comptroller General]*



## Abandoned or Cancelled Projects



[http://articles.directorym.net/An\\_Introduction\\_to\\_Catastrophe\\_Disentanglement\\_Lynchburg\\_VA-r923574-Lynchburg\\_VA.html](http://articles.directorym.net/An_Introduction_to_Catastrophe_Disentanglement_Lynchburg_VA-r923574-Lynchburg_VA.html)



## Weapons Against Software Crisis

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- Improving software engineering methodologies
  - High-level languages and **tools** that encourage and enforce these principles
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## Software Engineering Definition

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The software crisis yielded yet another definition of software engineering:

*•Discipline whose aim is the production of fault-free software, delivered on time and within budget, that satisfies the client's needs.*

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## Costs of Software Engineering

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- Software costs dominate computer systems costs.
    - Roughly 60% of costs are development costs, 40% are testing costs. For custom software, evolution costs often exceed development costs.
  - Software maintenance costs are more than software development costs.
    - For systems with a long life the maintenance may be several times the development costs. And often even bad software has a long life.
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## What is Software Engineering?

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- A problem solving activity
- A modeling activity
- A knowledge-acquisition activity
- A rationale-driven activity





## SE: A Problem Solving Activity


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- **Analysis:** Understand the nature of the problem and break the problem into pieces
  - **Synthesis:** Solve them and put the solutions together to solve the original problem
  - For problem solving we use
    - **Techniques (methods):**
      - Formal procedures for producing results using some well-defined notation
    - **Methodologies:**
      - Collection of techniques applied across software development and unified by a philosophical approach
    - **Tools:**
      - Instrument or automated systems to accomplish a technique
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## Difference from Other Engineering Disciplines

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- The end product is **abstract**, not a concrete object like a bridge
  - Costs are almost **all human**
  - Easy to fix bugs, but **hard to test** and **validate**
  - Software typically **never wears out**...but the hardware/OS platforms it runs on do
  - Variations in application domain are **open-ended**, may require extensive new non-software, non-engineering knowledge for each project
  - **Changes** occur in application and solution domains while the problem is being solved (Software Evolution)
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## Difference from Other Engineering Disciplines

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- Software Engineering is a collection of techniques, methodologies and tools that help with the production of
  - a high quality software system
  - with a given budget
  - before a given deadline
- while change occurs.

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## Scientist vs Engineer

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- ♦ **Computer Scientist**
  - ♦ Proves theorems about algorithms, designs languages, defines knowledge representation schemes
  - ♦ Has infinite time...
- ♦ **Engineer**
  - ♦ Develops a solution for an application-specific problem for a client
  - ♦ Uses computers & languages, tools, techniques and methods
- ♦ **Software Engineer**
  - ♦ Works in multiple application domains
  - ♦ Has only 3 months...
  - ♦ ...while changes occurs in requirements and available technology

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## Software Engineering Concepts

### An Example - TicketDistributor

**TicketDistributor** is a machine that issues tickets for trains. Travelers have the option of selecting a ticket for a single trip or for multiple trips, or selecting a time card for a day or a week. The machine computes the price of the requested ticket based on the area in which the trip will take place and whether the traveler is a child or an adult. The **TicketDistributor** must be able to handle several exceptions, such as traveler who do not complete the transaction, travelers who attempt to pay large bills, and resource outages such as running out of tickets, change, or power.

## Software Engineering Concepts

ROLES	RESPONSIBILITIES	EXAMPLE
Client	Requirements, Scope, Constraints like budget, schedule	Train Company
User	Domain Knowledge, use of the system	Traveler
Project Manager	Managing the project, estimation, planning, scheduling and tracking, hiring people, reporting	Alice (Boss)
Human Factor Specialist	Ensure Usability	Zoe (HCI Specialist)
Developer	Various roles in software development	John (Analyst), Marc (Programmer), Zoe (Tester)
Technical Writer	Documentation delivered to the client that include SRS, User manual	John

Example of roles in software development for **TicketDistributor** project

## Software Engineering Concepts

WORK PRODUCT	TYPE	DESCRIPTION
Specification (SRS)	Deliverable	Contractual document between client and development organization
Operation Manual	Deliverable	Installation and configuration instructions
Status Report	Internal Work Product	Reports about tasks that are completed or in progress for the people in the hierarchy
Test Report	Internal Work Product	Test plans, test procedure, test cases and results
Release Report	Deliverable	Delivered functionality, resolved and unresolved issues

Example of work products in software development for [TicketDistributor](#) project

## Software Development - Engineering Activities

### A phased development (Process-oriented)

#### Requirements Specification

- Functional and Non-Functional Req. (Testable)
- Additional Constraints
- Interfaces to other systems including UI

#### Analysis Modeling

- Use cases
- Interaction Models
- Object Model (Problem Domain)

#### Design

- System Design
- Object Design

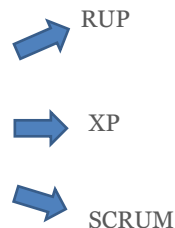
#### Construction (Coding)

#### Testing

- At Different levels - Unit, Integration, System, User
- Regression Testing
- Specialized Testing like performance, security, load, Stress testing

#### Operation and Maintenance

- Deployment
- Change Management



## Software Engineering Dimensions



## S/W Characteristics (**Boehm's**)

1. Finding and fixing a software problem after delivery of the product is 100 times more expensive than defect removal during requirements and early design phases.
2. Nominal software development schedules can be compressed up to 25% (by adding people, money, etc.) but no more.
3. Maintenance costs twice what development costs.
4. Development and maintenance costs are primarily a function of size, e.g. the number of source lines of code, in the product.
5. Variations in humans account for the greatest variations in productivity.

## S/W Characteristics (**Boehm's Top 10**)


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6. The ratio of software to hardware costs went from 15:85 in 1955 to 85:15 in 1985 and continues to grow in favor of software as the dominant cost.
  7. Only about 15% of the development effort is in coding.
  8. Walk-throughs catch 60% of the errors.
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## What are the attributes of good software?

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- The software should **deliver the required functionality** and performance to the user and should be maintainable, dependable and acceptable.
  - **Maintainability**
    - Software must evolve to meet changing needs;
  - **Dependability**
    - Software must be trustworthy;
  - **Efficiency**
    - Software should not make wasteful use of system resources;
  - **Acceptability**
    - Software must accepted by the users for which it was designed. This means it must be understandable, usable and compatible with other systems.
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## What are the attributes of good software?

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- From the Users Perspective
  - Correctness
  - Reliability
  - Efficiency
  - Maintainability
  - Usability
  - Robustness
- From the Developers Perspective
  - Consistency
  - Understandability
  - Testability
  - Compactness
  - Compatibility
  - Integrity

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## Questions??

Next Lectures...

SDLC, Software process, Software process models, CMM

Other Processes

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