Software Engineering

Dr. Meisam Nazariani

Email: m_nazariani@aut.ac.ir

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Outline

- 1. Introduction
- 2. The Nature of Software
- 3. Software Engineering
- 4. The Software Process
- 5. Process Models
- 6. Agile Development
 - 1. XP
 - 2. Scrum
- 7. DevOps
- 8. Requirement Engineering
- 9. Software Modeling
- 10. Design Concepts
- 11. Umbrella Activities
- 12. Case Studies

Introduction



How the customer explained it



How the project leader understood it



How the analyst designed it



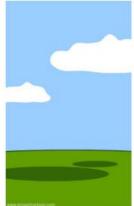
How the programmer wrote it



What the beta testers received



How the business consultant described it



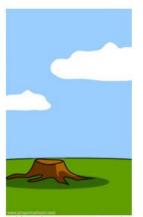
How the project was documented



What operations installed



How the customer was billed



How it was supported



What marketing advertised



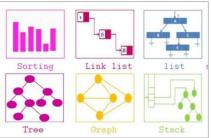
What the customer really needed

What is Software?

Software is:

- 1. <u>Instructions</u> (computer programs) that when executed <u>provide</u> desired features, function, and performance;
- 2. <u>Data Structures</u> that enable the programs to adequately manipulate information and
- 3. <u>Documentation</u> that <u>describes</u> the <u>operation</u> and <u>use</u> of the programs.







What is Software?

Software is <u>developed</u> or <u>engineered</u>, it is not manufactured in the <u>classical</u> sense.

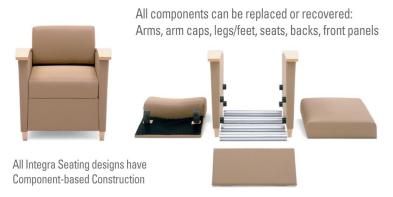
Software doesn't "wear out."



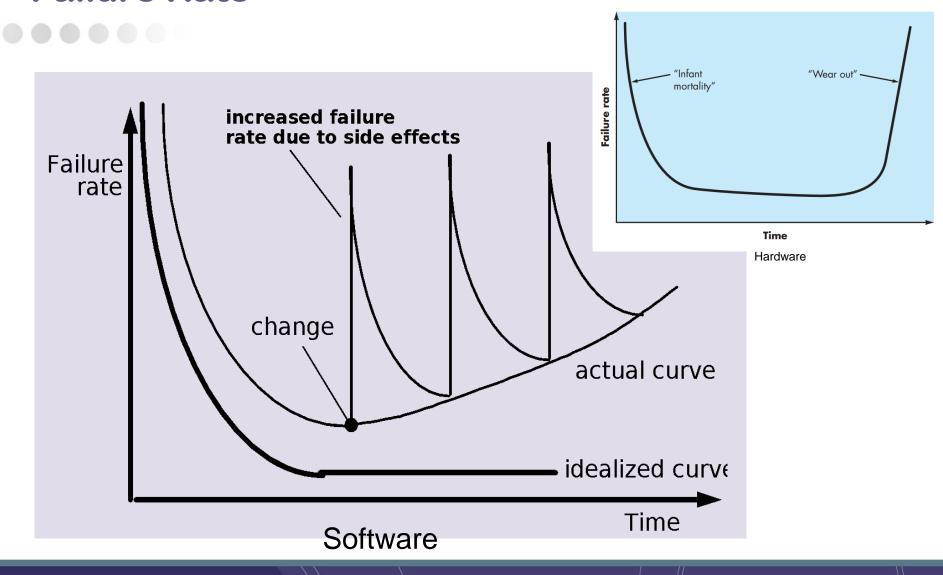
Although the industry is moving toward <u>component-based</u> construction, most software continues to be custom-built.



Component-based Design & Construction

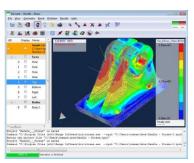


Failure Rate



Software Applications

- 1) System Software
- 2) Application Software
- 3) Engineering/Scientific Software
- 4) Embedded Software
- 5) Product Line Software
- 6) Web/Mobile Applications
- 7) Al Software (Robotics, Game Playing)





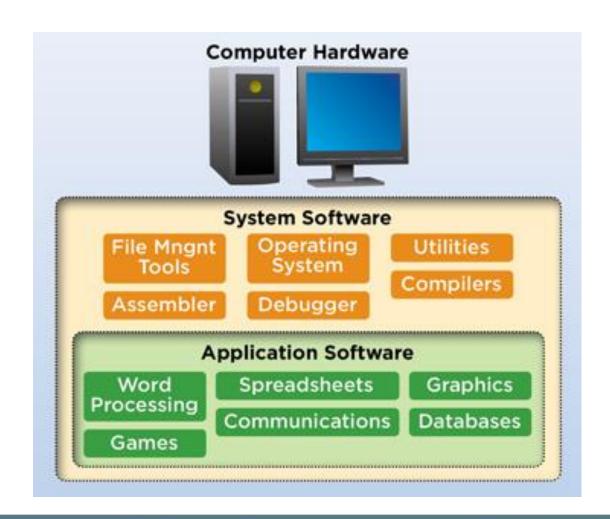




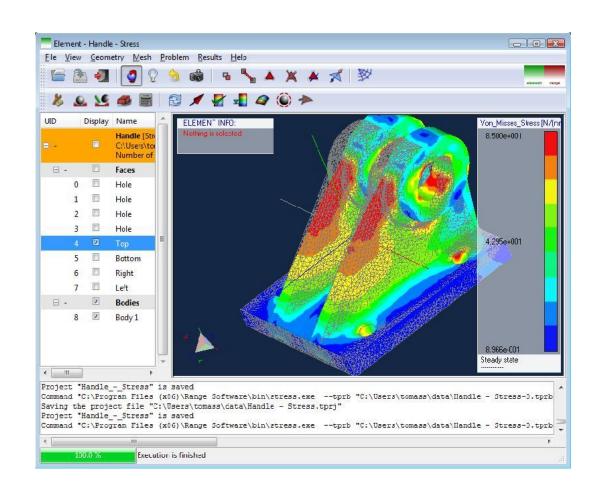




System Software and Application Software



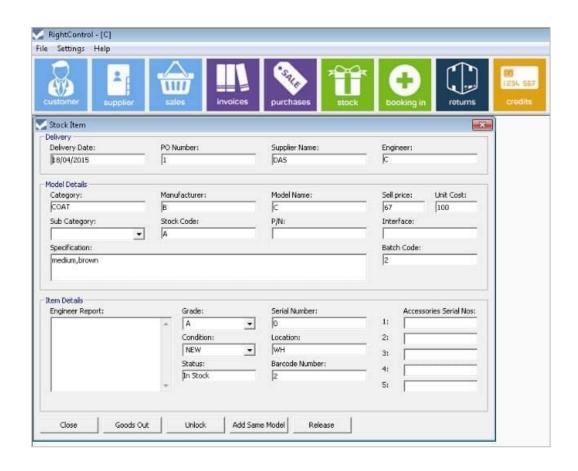
Engineering and Scientific Software



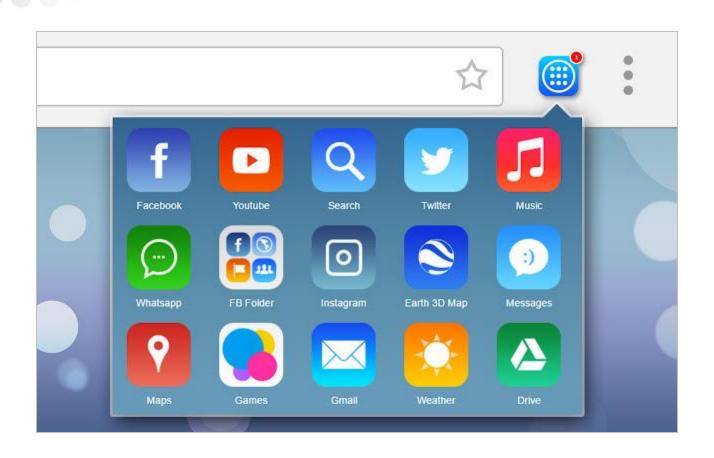
Embedded Software



Product Line Software



Web/Mobile Applications









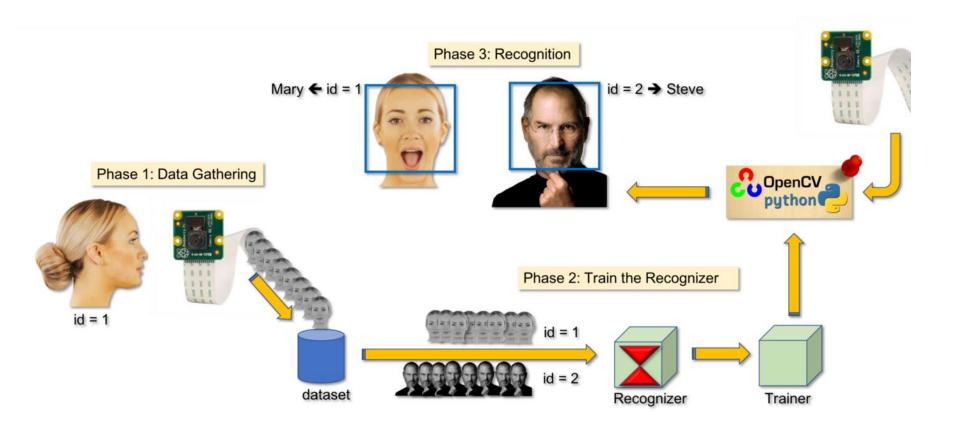


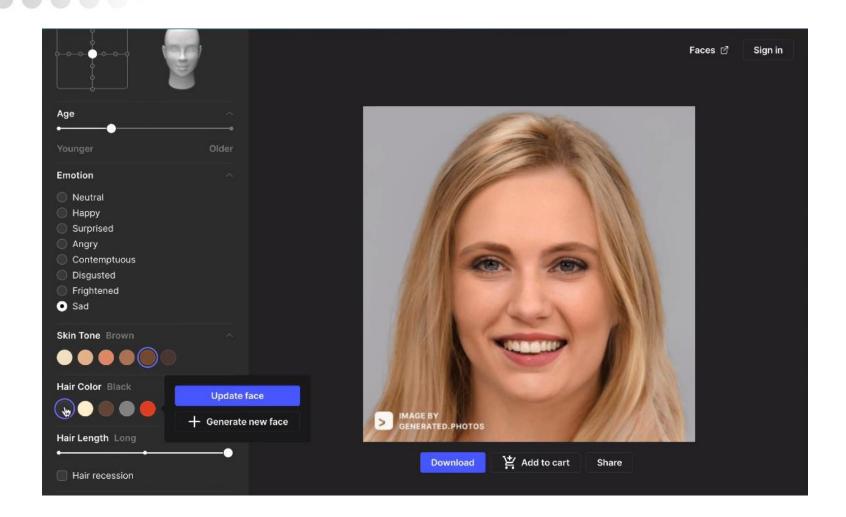


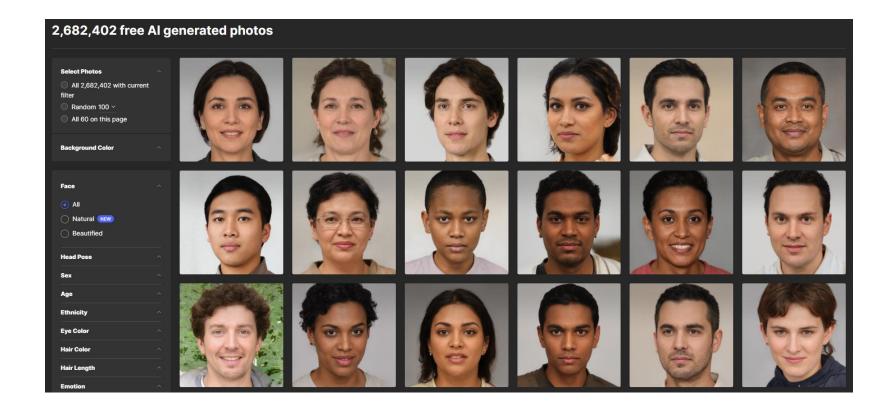














Legacy Software

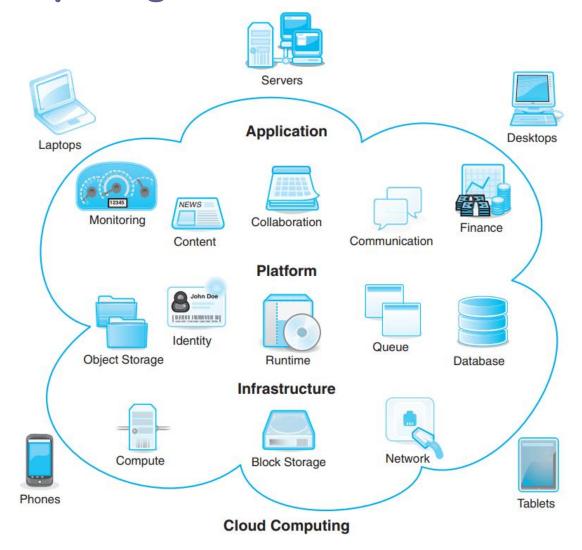
Why must it change?

- 1) software must be adapted to meet the needs of new computing environments or technology.
- software must be enhanced to implement new business requirements.
- software must be extended to make it interoperable with other more modern systems or databases.
- 4) software must be re-architected to make it viable within a network environment.

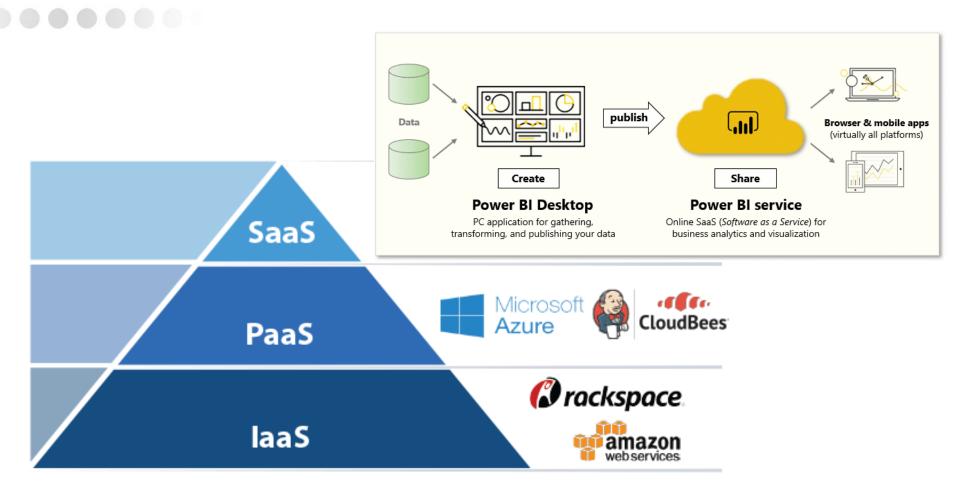




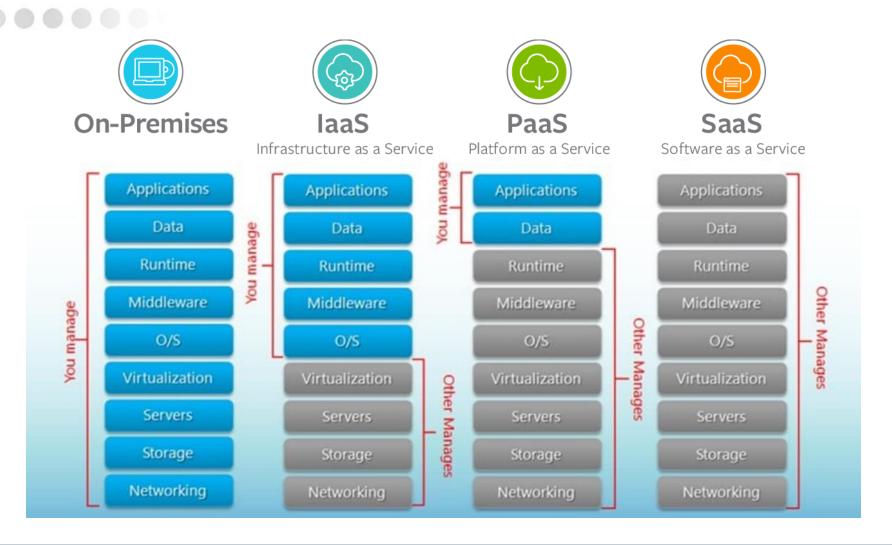
Cloud Computing



SaaS, PaaS, IaaS



SaaS, PaaS, IaaS, On-Premises



	Question	Answer
	What is software?	Computer programs and associated documentation. Software products may be developed for a particular customer or may be developed for a general market.
	What are the attributes of good software?	Good software should <u>deliver the required functionality</u> and performance to the user and should be <u>maintainable</u> , <u>dependable</u> and <u>usable</u> .
	What is software engineering?	Software engineering is an engineering discipline that is concerned with all aspects of software production from initial conception to operation and maintenance.
	What are the fundamental software engineering activities?	Software specification, software development, software validation and software evolution.
	What is the difference between software engineering and computer science?	Computer science focuses on theory and fundamentals; software engineering is concerned with the practicalities of developing and delivering useful software.
	What is the difference between software engineering and system engineering?	System engineering is concerned with all aspects of computer- based systems development including hardware, software and process engineering. Software engineering is part of this more general process.
	What are the key challenges facing software engineering?	Coping with increasing diversity, demands for reduced delivery times and developing trustworthy software.
	What are the costs of software engineering?	Roughly 60% of software costs are development costs, 40% are testing costs. For custom software, evolution costs often exceed development costs.
	What are the best software engineering techniques and methods?	While all software projects have to be professionally managed and developed, different techniques are appropriate for different types of system. For example, games should always be developed using a series of prototypes whereas safety critical control systems require a complete and analyzable specification to be developed. There are no methods and techniques that are good for everything.
	What differences has the Internet made to software engineering?	Not only has the Internet led to the development of massive, highly distributed, service-based systems, it has also supported the creation of an "app" industry for mobile devices which has changed the economics of software.

Evaluation Criteria:

Criteria	Marks	Comments
Class Activity	25%	-
HomeWorks	15%	-
Projects	30%	-
Midterm Exam	10%	-
Final Exam	20%	-

References:

