

SOFTWARE ENGINEERING

CHAPTER-2 PROCESS MODELS

Software School, Fudan University
Spring Semester, 2016



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**Software Engineering: A Practitioner's Approach,
7th edition**

Originated by Roger S. Pressman



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如果你有什么好玩的关于程序员的故事、对话、代码,
愿意通过漫画的形式分享,
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HOW TO ENSURE QUALITY

- Test and Fix
- Check/Inspection and Rework/Reject
- Production Process
eliminate problems from the beginning

Process is especially important to software development due to the lack of dependable test/inspection measures

THE PRIMARY GOAL OF ANY PROCESS: *HIGH QUALITY*

Remember:

High quality \Rightarrow project timeliness

Why?

Less rework!

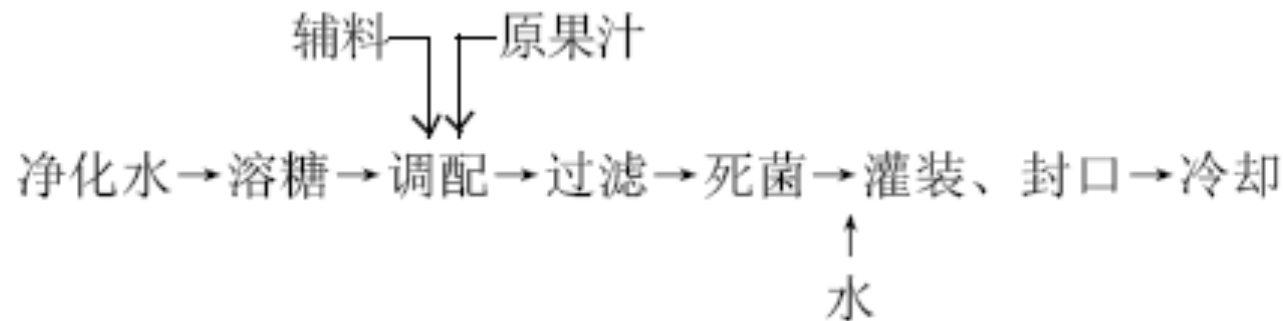
AN EXAMPLE PROCESS OF DRINK PRODUCTION -1

工艺流程

火棘原汁的提取工艺流程

采果→挑选→清洗→软化打浆→酶解→分离、澄清
过滤→杀菌→冷却→原汁保存

火棘果汁饮料的加工工艺流程



AN EXAMPLE PROCESS OF DRINK PRODUCTION -2

火棘饮料生产中 HACCP 体系的关键控制点及控制方法
Critical points and controlling methods of *Pyracantha fortuneana* beverage in HACCP system

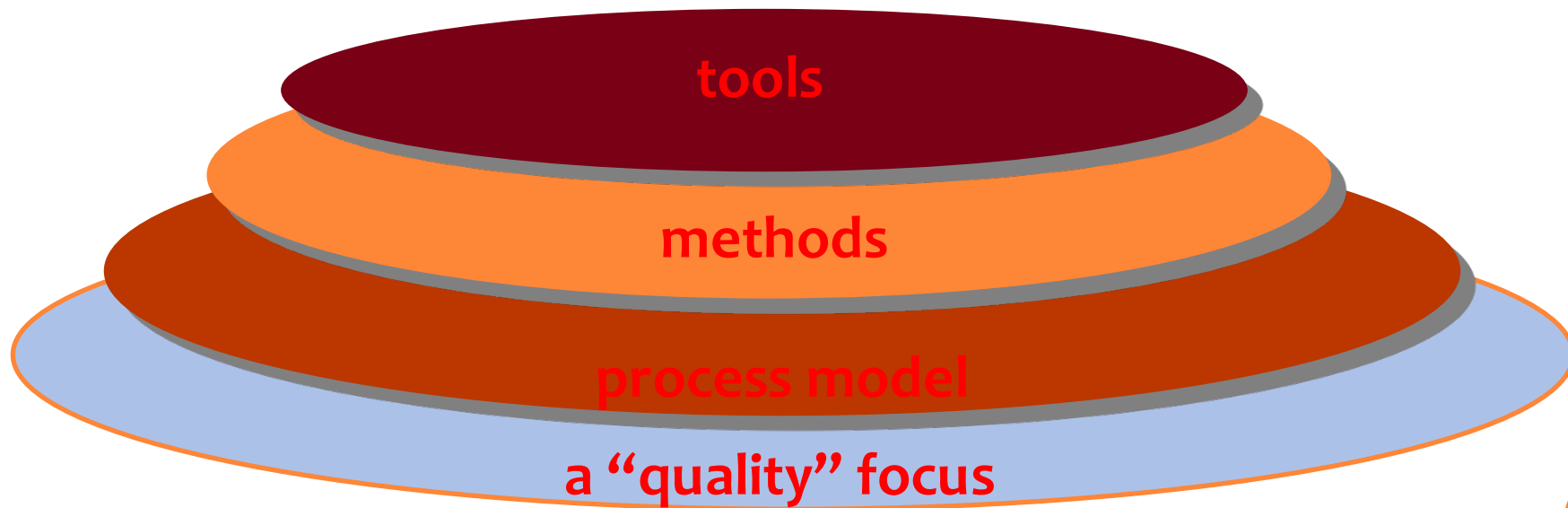
| 工艺环节 | 关键控制点 | 控制范围 | 监测方法 | 控制手段 | 校正措施 |
|----------|-------------------------------|-------------------------------------|---------------|-----------------------------|-----------------------|
| 原料 | 成熟度、新鲜度、虫果及腐烂率 | 色泽鲜艳，充分成熟，无病虫腐烂果，干缩果及枝叶杂质 | 感官检验 | 杜绝收购未成熟、质量差的原料 | 有选择地进行原料收购 |
| 软化打浆、酶解 | 料水比、酶用量和酶解时间 | 料水比 1:2，酶用量 0.2%，6h | 量具和时钟测量，酒精实验 | 严格按工艺参数进行操作 | 根据酒精实验结果对酶用量及酶解时间进行微调 |
| 分离、澄清、过滤 | 设备卫生状况、明胶用量、络合时间 | 设备干净卫生，明胶配成 3%~5% 的溶液，络合 20~24h | 量具和时钟测量，感官检验 | 设备定期进行 CIP 清洗、严格按工艺参数进行操作 | 根据每批小试结果调整明胶用量及络合时间 |
| 杀菌、贮存 | 设备、贮桶卫生状况，灭菌温度及时间，原汁贮存温度及贮存时间 | 设备、贮桶干净卫生，115 ± 2℃ 下保持 3~5s，阴凉干燥处存放 | 感官检验，微生物分析检测 | 设备定期进行 CIP 清洗、严格按工艺参数进行操作 | 根据微生物分析检测结果调整工艺参数 |
| 配料 | 原辅料质量 | 符合相关卫生质量标准 | 原汁进行理化及卫生质量检测 | 使用符合工艺要求的原辅材料，严格控制辅助材料的进货渠道 | 有选择性地对辅料购买 |
| 过滤、灭菌 | 设备卫生状况，灭菌温度及时间 | 设备干净卫生，120 ± 2℃ 下保持 3~5s | 感官检验，微生物分析检测 | 设备定期进行 CIP 清洗，严格按工艺参数进行操作 | 根据分析检测结果调整工艺参数 |
| 罐装、封口 | 设备及包装物卫生状况 | 设备干净卫生，70~80℃ 热灌装 | | 设备定期进行 CIP 清洗，严格按工艺参数进行操作 | 根据分析检测结果调整工艺参数 |

HACCP(hazard analysis and critical control point)

A LAYERED TECHNOLOGY

Software Engineering

The establishment and use of **sound engineering principles** in order to obtain **economically** software that is **reliable** and works **efficiently** on real machines.

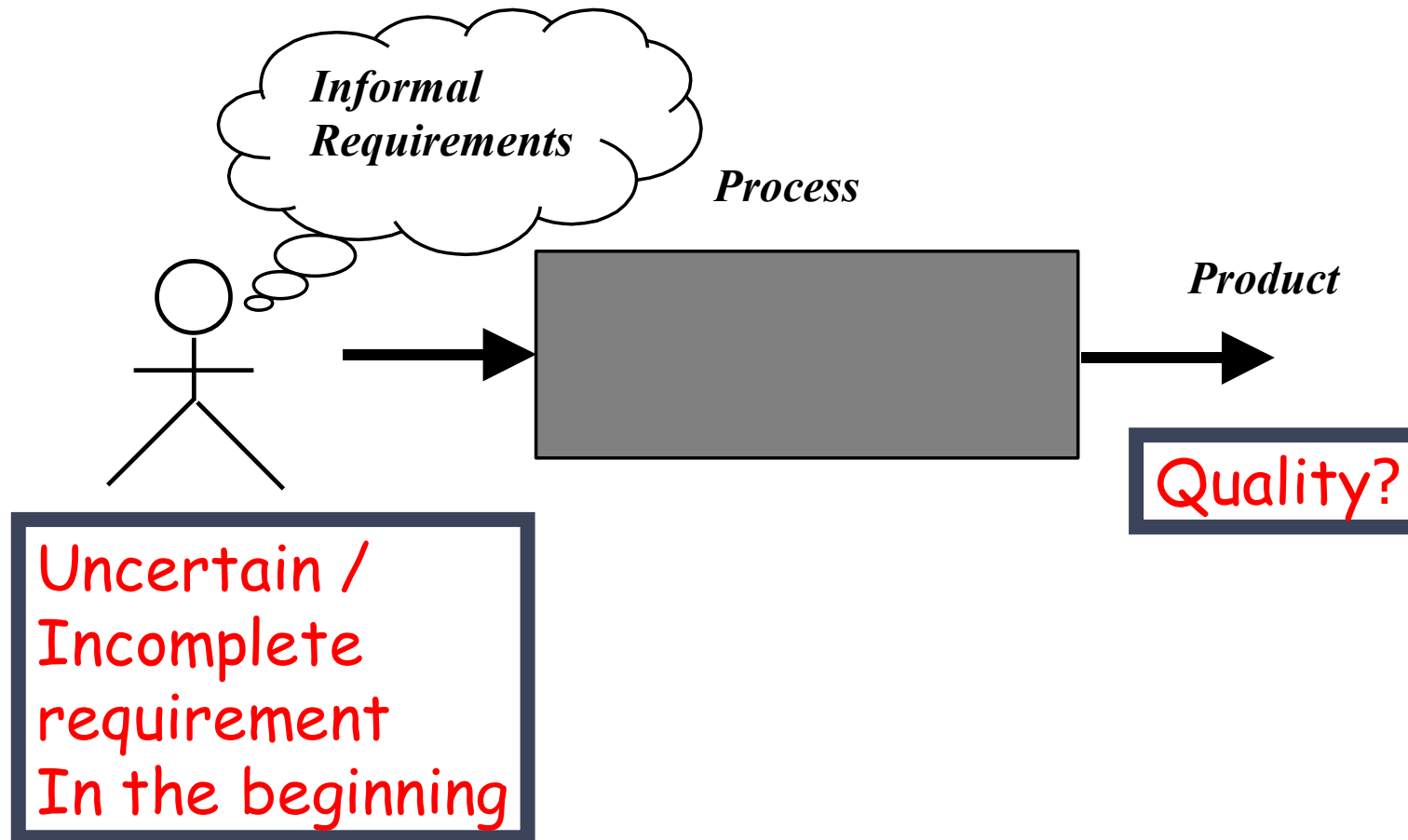


For a while, a lot of people have been trying to put all these things together

CHAPTER OVERVIEW

- **What?** A software process - a series of predictable steps that leads to a timely, high-quality product.
- **Who?** Managers, software engineers, and customers.
- **Why?** Provides stability, control, and organization to an otherwise chaotic activity.
- **Steps?** A handful of activities are common to all software processes, details vary.
- **Work product?** Programs, documents, and data.
- **Correct process?** Assessment, quality deliverable.

PROCESS AS A “BLACK BOX”



CODE & FIX

The earliest approach

- Write code
- Fix it to eliminate any errors that have been detected, to enhance existing functionality, or to add new features
- Source of difficulties and deficiencies
 - impossible to predict
 - impossible to manage
 - late feedback of problems, high cost of reworking

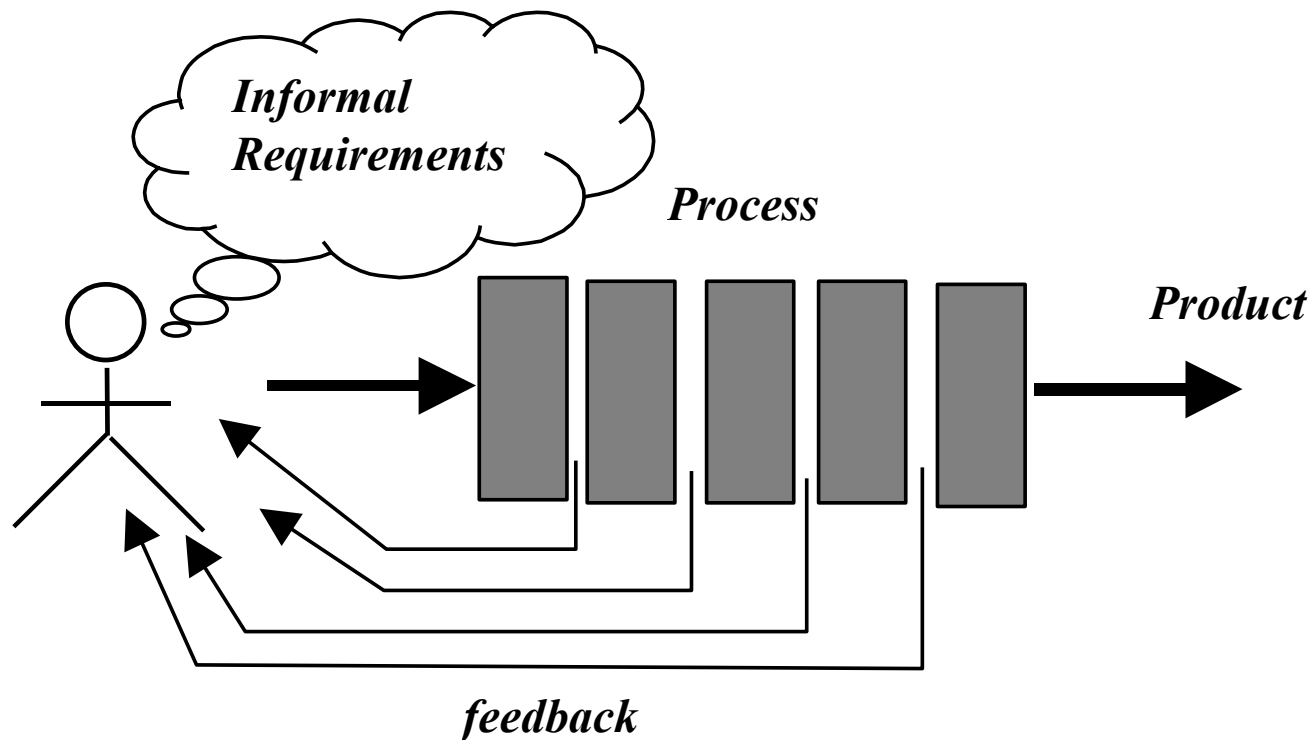
CODE & FIX: PROBLEMS

- The assumption is that requirements can be fully understood prior to development
- Interaction with the customer occurs only at the beginning (requirements) and end (after delivery)
- Unfortunately the assumption almost never holds

PROCESSES ARE NEEDED

- Symptoms of inadequacy: the software crisis
 - scheduled time and cost exceeded
 - user expectations not met
 - poor quality
- The size and economic value of software applications required appropriate “process models”

PROCESS AS A “WHITE BOX”



SOFTWARE PROCESS: ADVANTAGES

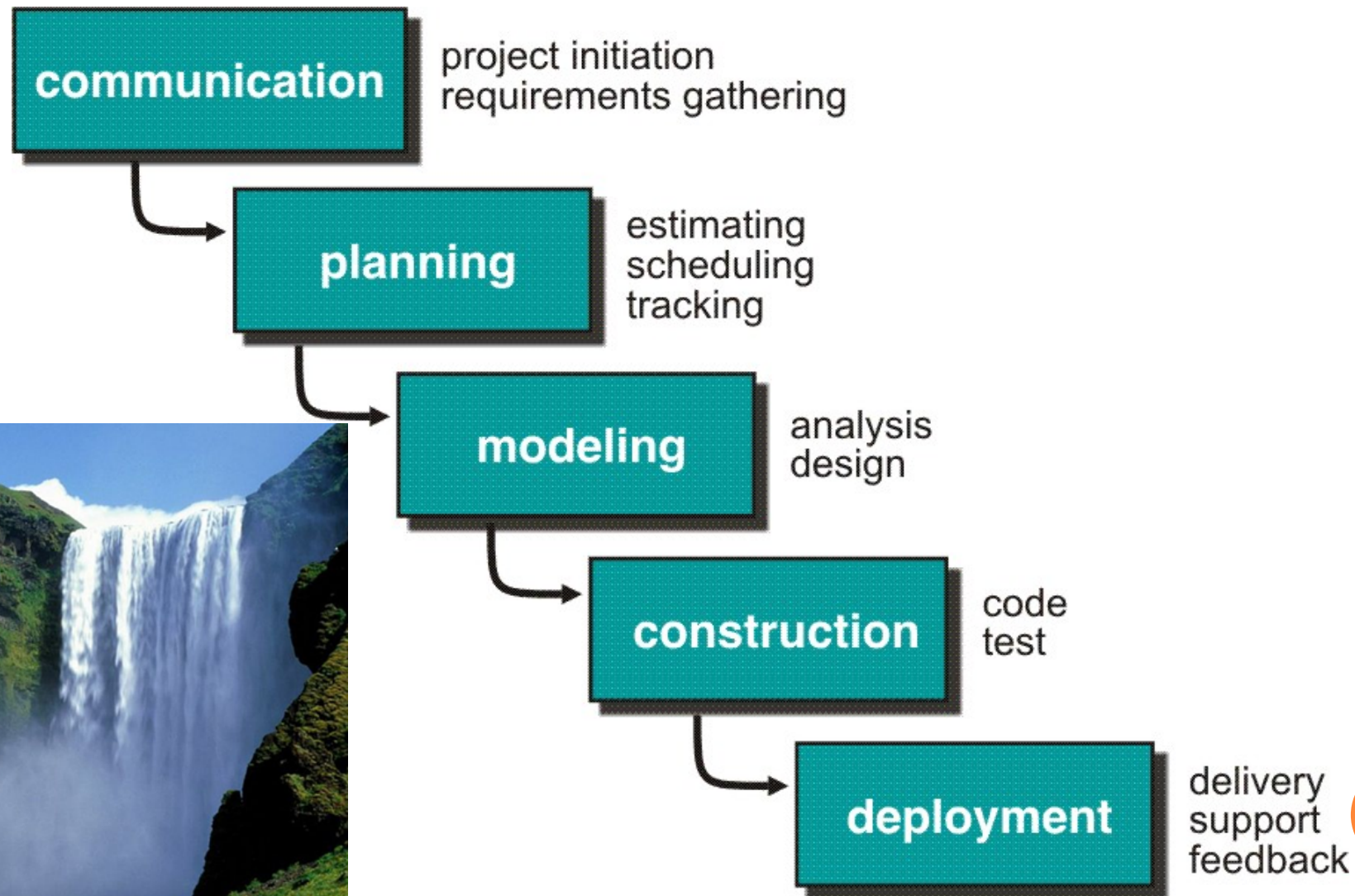
- Reduce risks by improving visibility
- Allow project changes as the project progresses based on feedback from the customer
- Main Activities of Software Production
 - The main activities of software production must be performed independently of the model
 - The model simply affects the flow among activities

SOFTWARE PROCESS MODEL

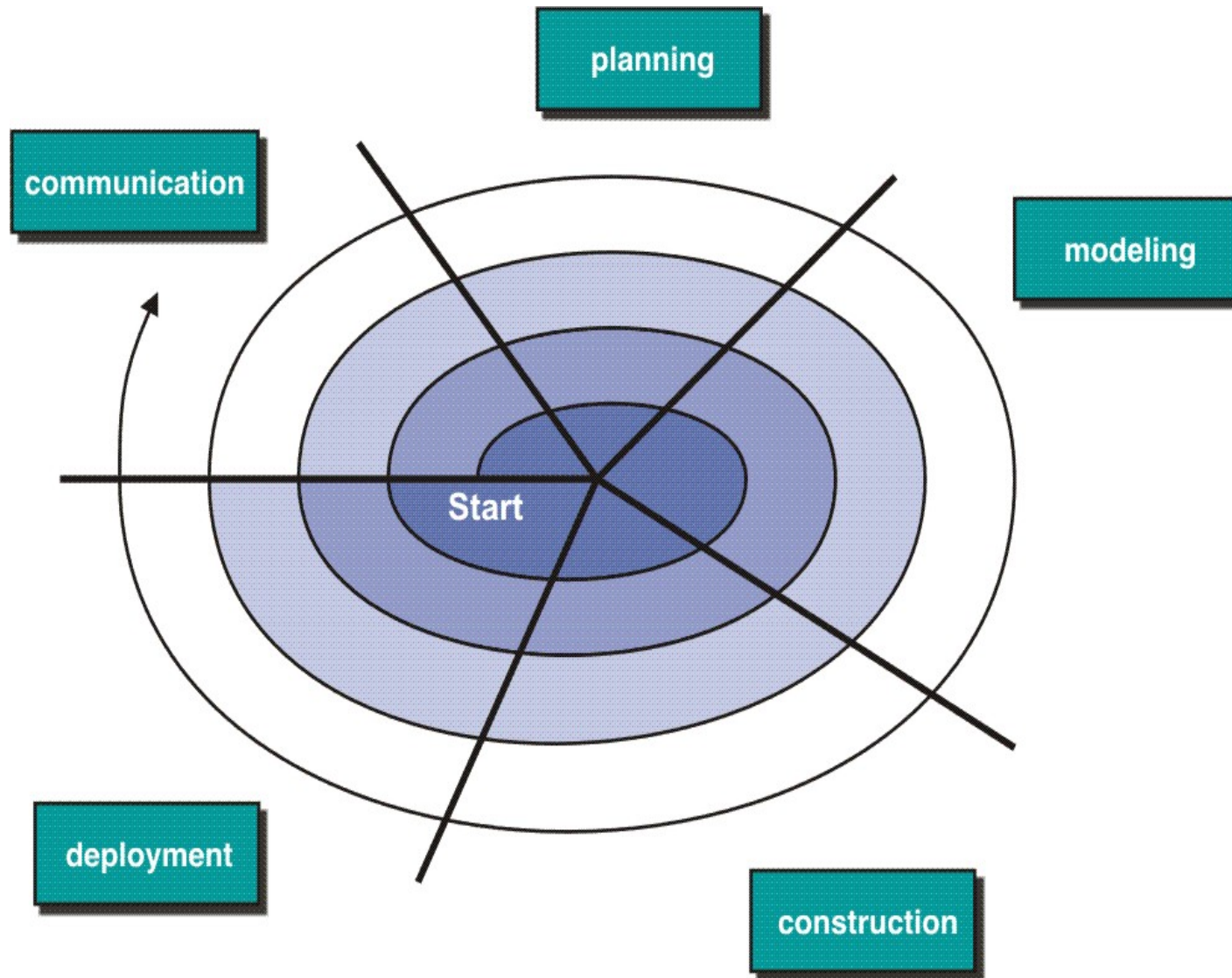
- Attempt to organize the software life cycle by
 - defining activities involved in software production
 - order of activities and their relationships
- Goals of a software process
 - standardization
 - predictability
 - productivity
 - high product quality
 - ability to plan time and budget requirements
 -

to manage, to predict

THE WATERFALL MODEL



EVOLUTIONARY MODELS: THE SPIRAL



PROCESS MODEL GOALS (B. BOEHM 1988)

determine the **order of stages** involved in software development and evolution,

and to establish the **transition criteria** for progressing from one stage to the next. These include:

completion criteria for the current stage plus
choice criteria and entrance criteria for the next stage.

Thus a process model addresses the following software project questions:

- What shall we do next?
- How long shall we continue to do it?

A PROCESS FRAMEWORK

Software process

Process framework

Umbrella activities

framework activity #1

SE action #1.1

task sets {
work tasks
work products
QA points
milestones

SE action #1.2

task sets {
work tasks
work products
QA points
milestones

framework activity #2

SE action #2.1

task sets {
work tasks
work products
QA points
milestones

SE action #2.2

task sets {
work tasks
work products
QA points
milestones

FRAMEWORK ACTIVITIES

- Communication
- Planning
- Modeling
 - Action 1: Analysis of requirements
 - Action 2: Design
- Construction
 - Code generation
 - Testing
- Deployment

UMBRELLA ACTIVITIES

- Software project management
- Formal technical reviews
- Software quality assurance
- Software configuration management
- Work product preparation and production
- Reusability management
- Measurement
- Risk management

THE PROCESS MODEL: ADAPTABILITY

- The framework activities will always be applied on every project ...

BUT...

- The tasks (and degree of rigor) for each activity will vary based on:
 - the type of project
 - characteristics of the project
 - common sense judgment
 - concurrence of the project team
 -

EXAMPLE: THE COMMUNICATION ACTIVITY IN A SMALL PROJECT

○ Project Situation

- requested by one person at a remote location
- simple, straightforward requirements

○ Only one action: *phone conversation*

- Task 1: make contact with the customer via telephone
- Task 2: discuss requirements and take notes
- Task 3: organize notes into a brief written statement requirements
- Task 4: e-mail to the customer for review and approval

EXAMPLE: THE COMMUNICATION ACTIVITY IN A COMPLEX PROJECT

○ Project Situation

- requested by many stakeholders
- each has a different set of (sometimes conflicting) requirements

○ Six distinct actions

- inception
- elicitation
- elaboration
- negotiation
- specification
- validation

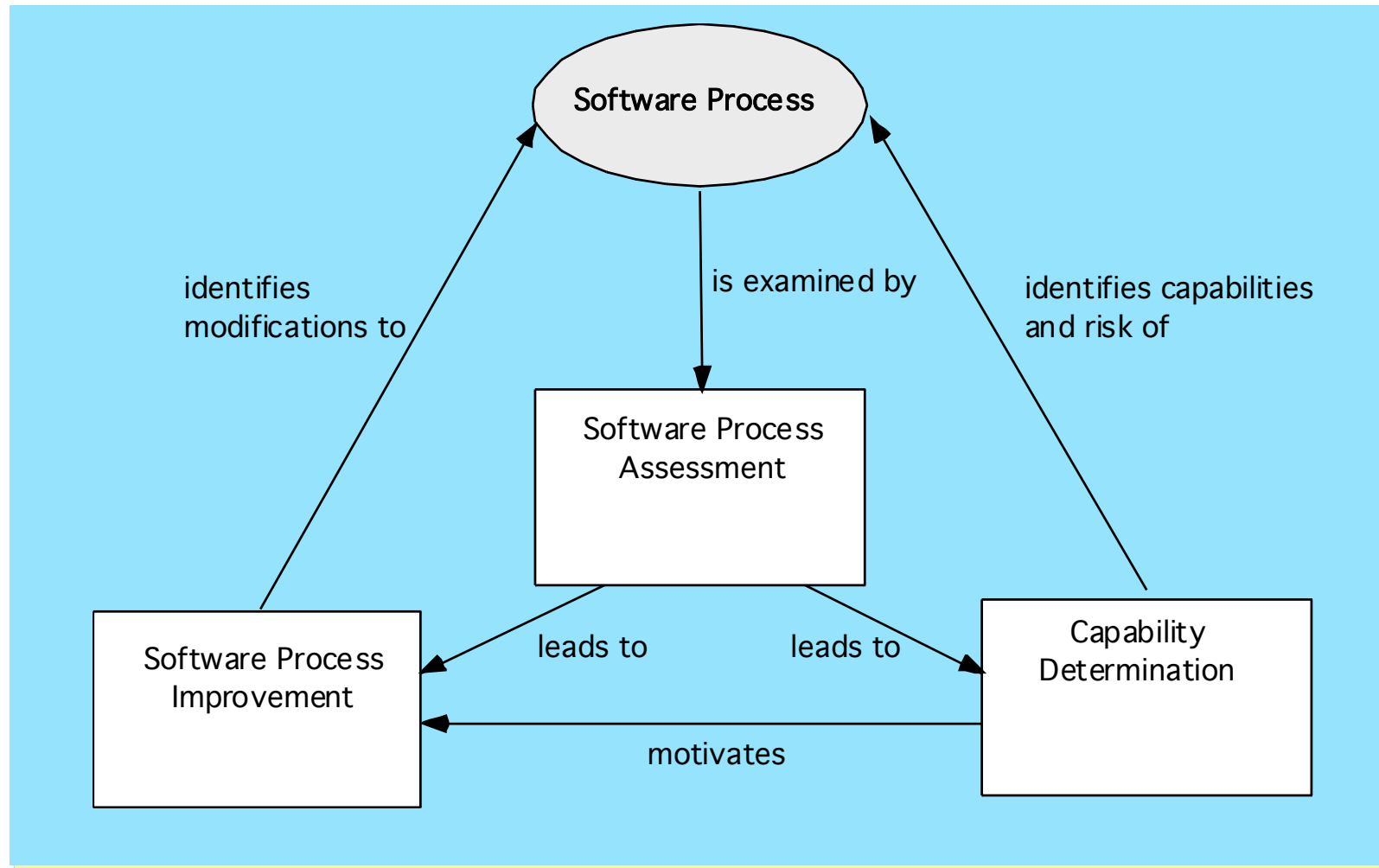
THE CMMI

- CMMI: Capability Maturity Model Integration
- A process improvement approach
 - provides organizations with the essential elements of effective processes
 - ultimately improve their performance
 - can be used to guide process improvement across a project, a division, or an entire organization
- Software Engineering Institute (SEI, 2008)
 - CMMI helps "integrate traditionally separate organizational functions, set process improvement goals and priorities, provide guidance for quality processes, and provide a point of reference for appraising current processes."

PROCESS ASSESSMENT

- The process should be assessed to ensure that it meets a set of basic process criteria that have been shown to be essential for a successful software engineering.
- Many different assessment options are available:
 - SCAMPI: Standard CMMI Assessment Method for Process Improvement
 - CBA IPI: CMM-Based Appraisal for Internal Process Improvement
 - SPICE: ISO/IEC 15504
 - ISO 9001:2000

ASSESSMENT AND IMPROVEMENT



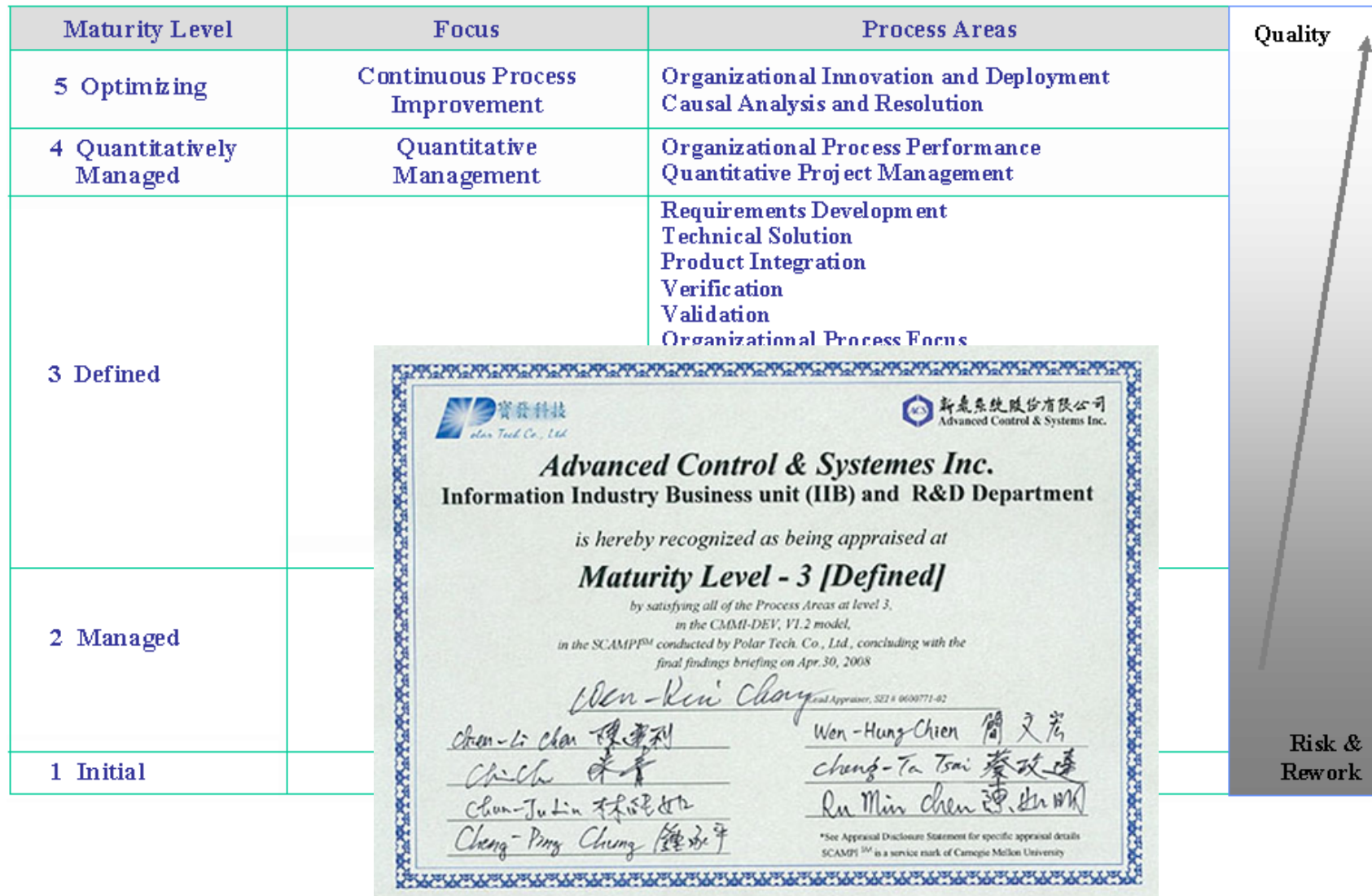
CMMI KPA

- Key Process Area (KPA): a KPA identifies a **cluster of related activities** that, when performed collectively, achieve a set of goals considered important
- The CMMI defines each process area in terms of “specific goals” and the “specific practices” required to achieve these goals
 - ***Specific goals (SG)*** establish the characteristics that must exist if the activities implied by a process area are to be effective
 - ***Specific practices (SP)*** refine a goal into a set of process-related activities

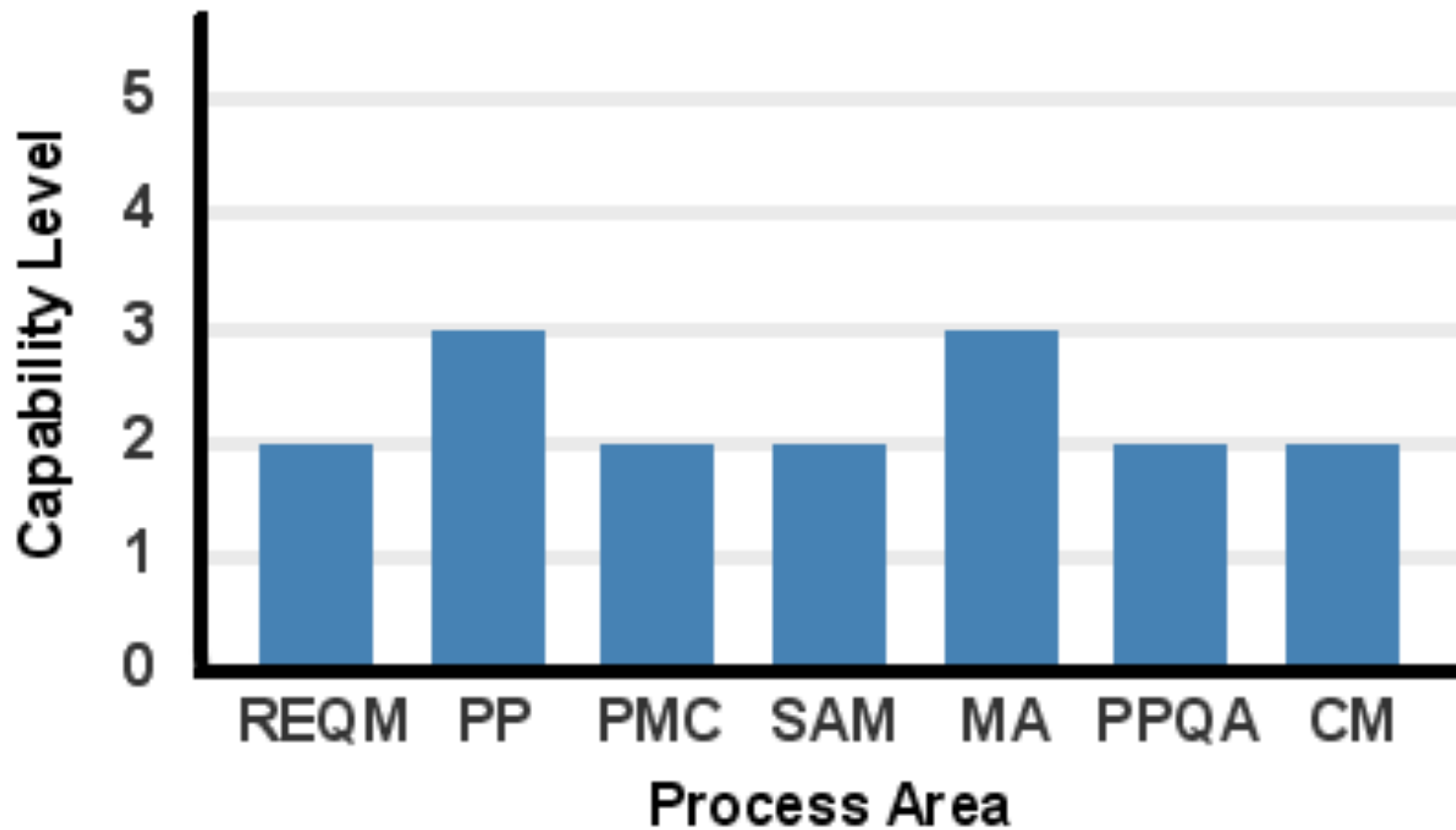
KPA: AN EXAMPLE

- **Project Planning**-one of the eight KPAs defined for the “project management” category in CMMI
 - SG 1 Establish estimates
 - SP 1.1-1 Estimate the scope of the project
 - SP 1.2-1 Establish estimates of work product and task attributes
 - SP 1.3-1 Define project life cycle
 - SP 1.4-1 Determine estimates of effort and cost
 - SG 2 Develop a Project Plan
 - SP 2.1-1 Establish the budget and schedule
 - SP 2.2-1 Identify project risks
 - SP 2.3-1 Plan for data management
 -
 -

THE CMMI (STAGED MODEL)



THE CMMI (CONTINUOUS MODEL)



PERSONAL SOFTWARE PROCESS (PSP)

- Recommends five framework activities:
 - Planning
 - High-level design
 - High-level design review
 - Development
 - Postmortem
- Stresses the need for each software engineer to identify errors early and as important, to understand the types of errors

TEAM SOFTWARE PROCESS (TSP)

- Each project is “launched” using a “script” that defines the tasks to be accomplished
- Teams (of 2 to 20 engineers) are self-directed:
 - Plan and track work, set goals, own processes and plans
- Measurement is encouraged
- Measures are analyzed with the intent of improving the team process (through coaching, motivation, ...)

PROCESS PATTERNS

- Process patterns define a set of activities, actions, work tasks, work products and/or related behaviors
- A template is used to define a pattern
- Typical examples:
 - Customer communication (a process activity)
 - Analysis (an action)
 - Requirements gathering (a process task)
 - Reviewing a work product (a process task)
 - Design model (a work product)

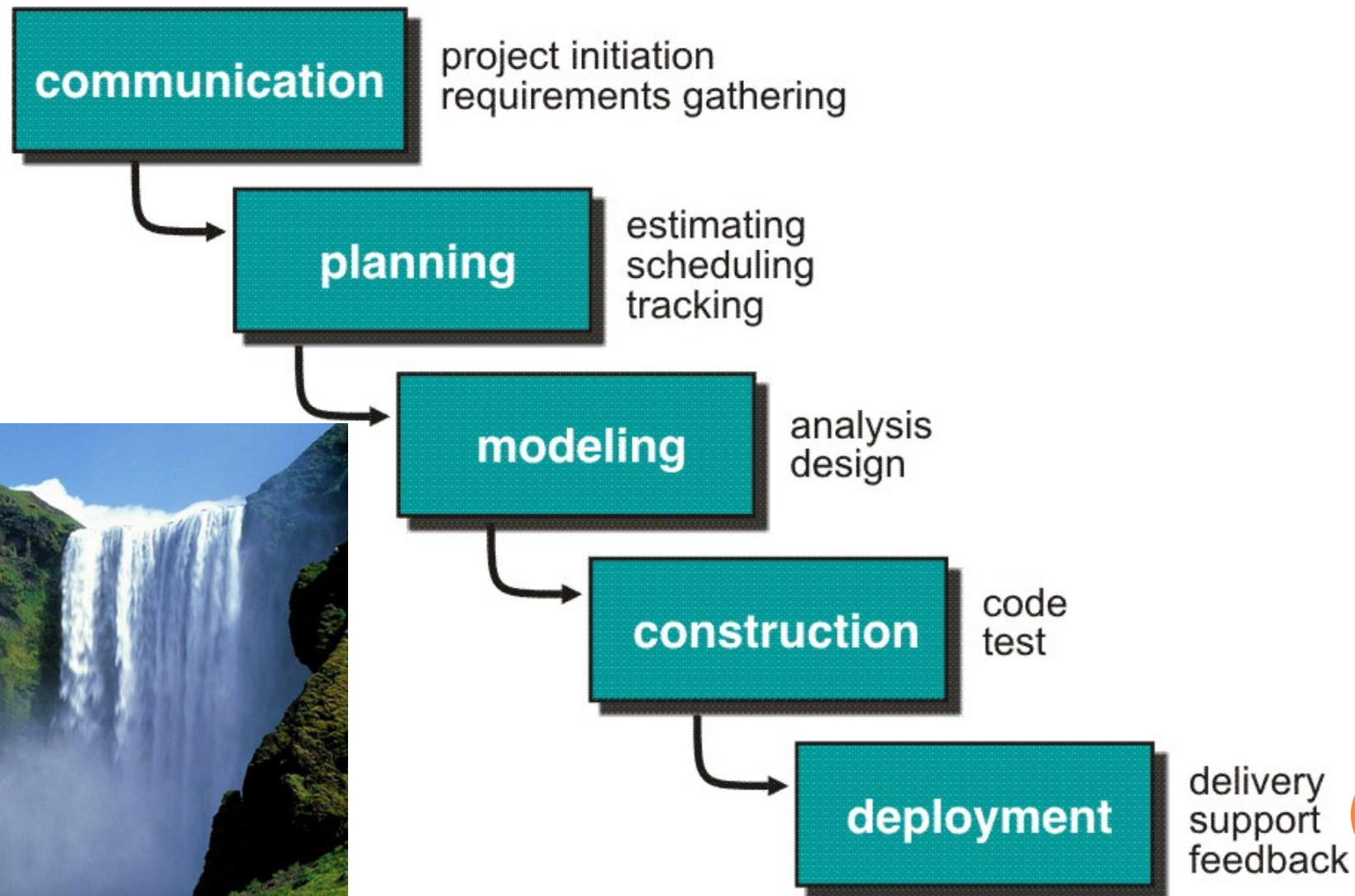
PRESCRIPTIVE MODELS

Prescriptive process models advocate an orderly approach to software engineering

That leads to a few questions ...

- If prescriptive process models strive for structure and order, **are they inappropriate for a software world that thrives on change?**
- Yet, if we reject traditional process models (and the order they imply) and replace them with something less structured, **do we make it impossible to achieve coordination and coherence in software work?**

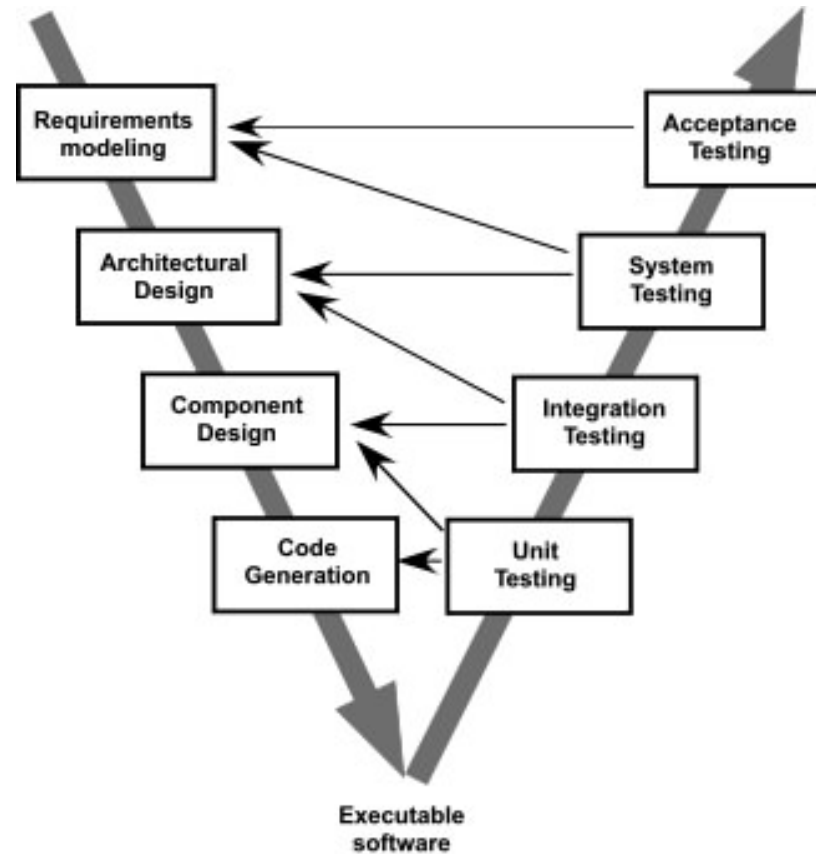
THE WATERFALL MODEL



WATERFALL MODEL ASSUMPTIONS

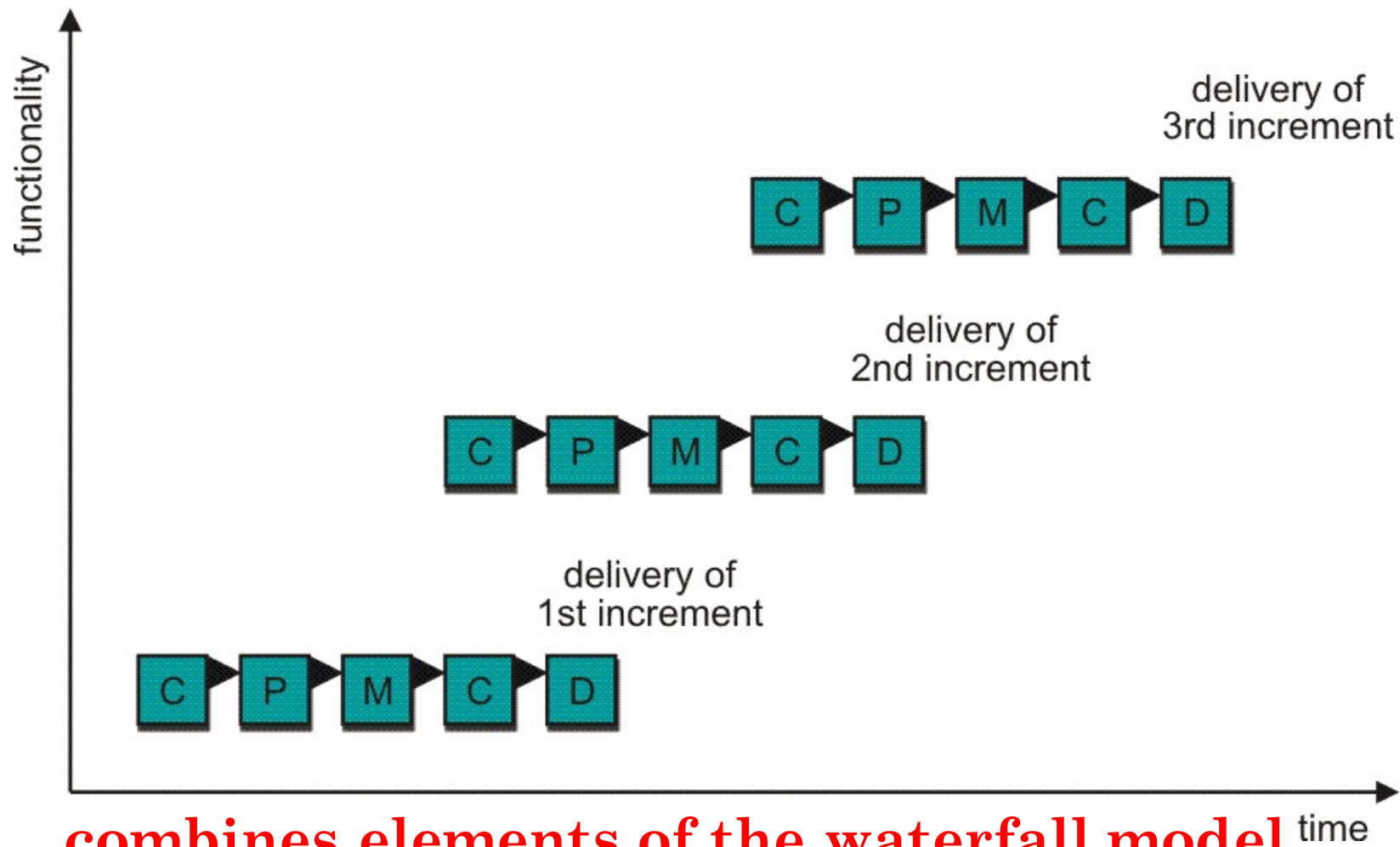
1. The requirements are knowable in advance of implementation.
2. The requirements have no unresolved, high-risk implications
 - e.g., risks due to COTS choices, cost, schedule, performance, safety, security, user interfaces, organizational impacts
3. The nature of the requirements will not change very much
 - During development; during evolution
4. The requirements are compatible with all the key system stakeholders' expectations
 - e.g., users, customer, developers, maintainers, investors
5. The right architecture for implementing the requirements is well understood.
6. There is enough calendar time to proceed sequentially.

THE V MODEL



If we rely on testing alone, defects created first are detected last

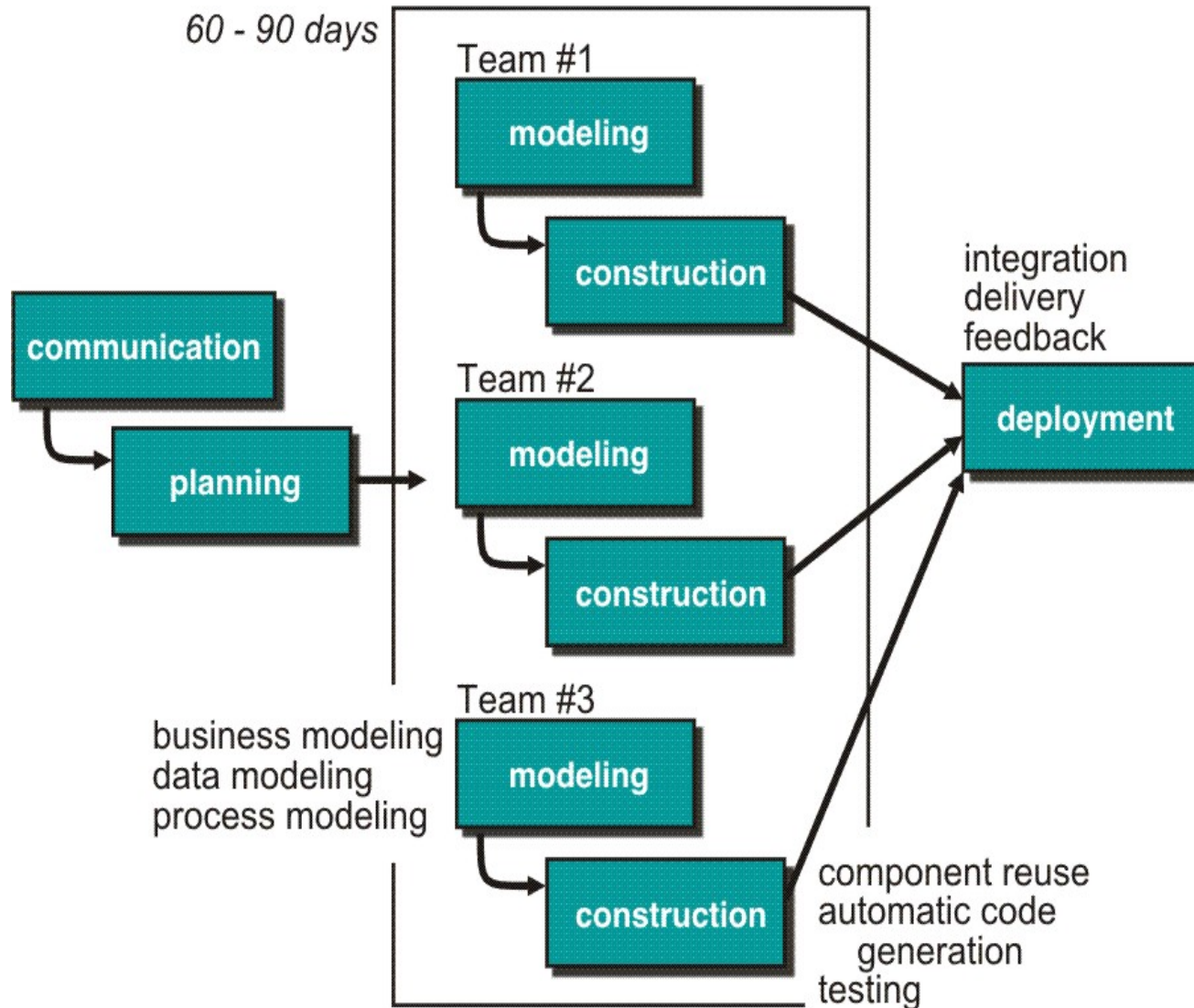
INCREMENTAL MODELS: INCREMENTAL



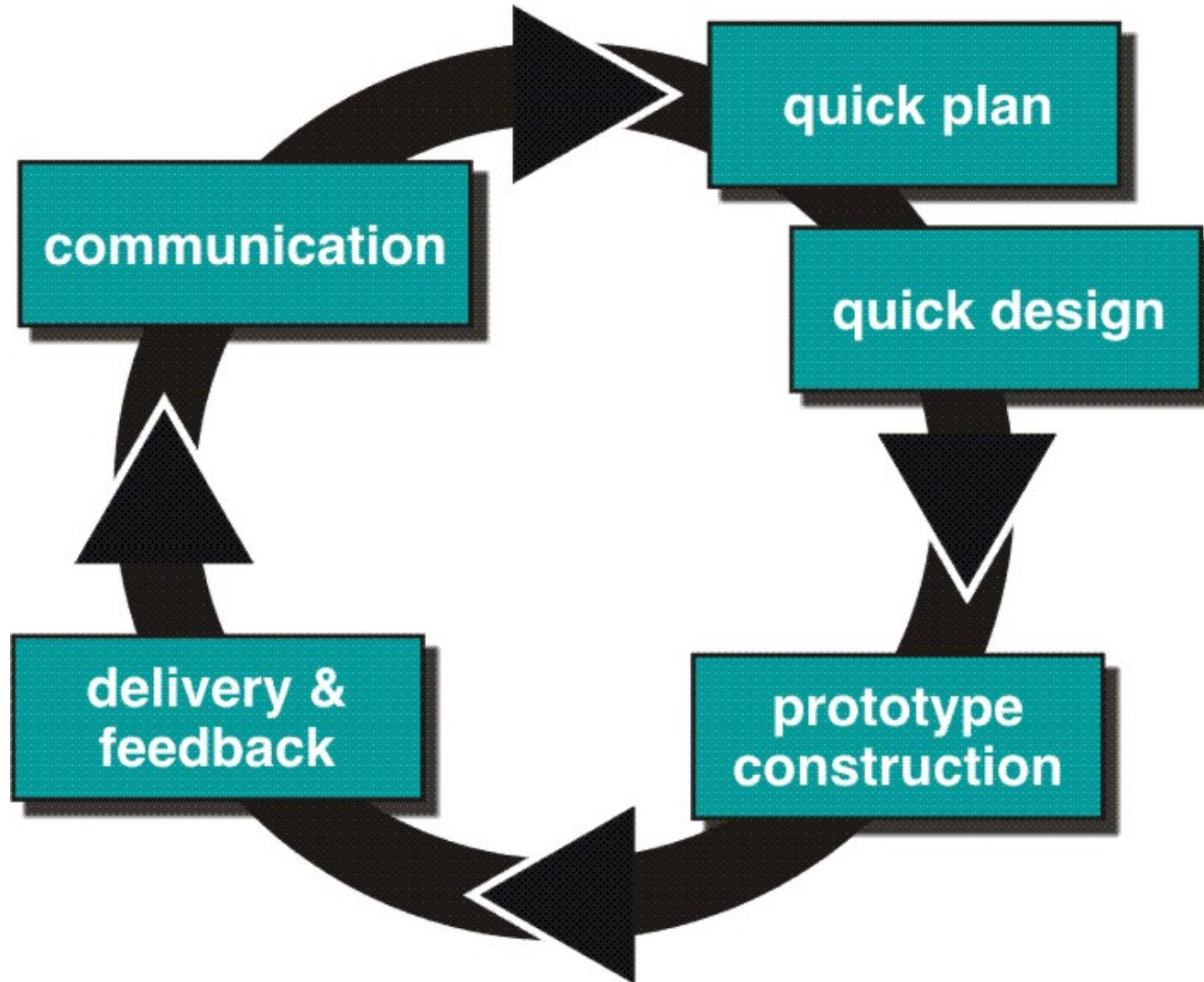
INCREMENTAL MODEL: AN EXAMPLE OF WORD-PROCESSING SOFTWARE

- 1st increment (*core product*)
basic file management, basic editing (input), and document production functions
- 2nd increment
sophisticated editing (font, size, copy/paste...)
- 3rd increment
spelling and grammar checking
- 4th increment
advanced page layout
- ...
 - **each increment produces a deliverable product**
 - **well-known core requirements delivered first**
 - **latter increments often depends on former ones**

INCREMENTAL MODELS: RAD MODEL

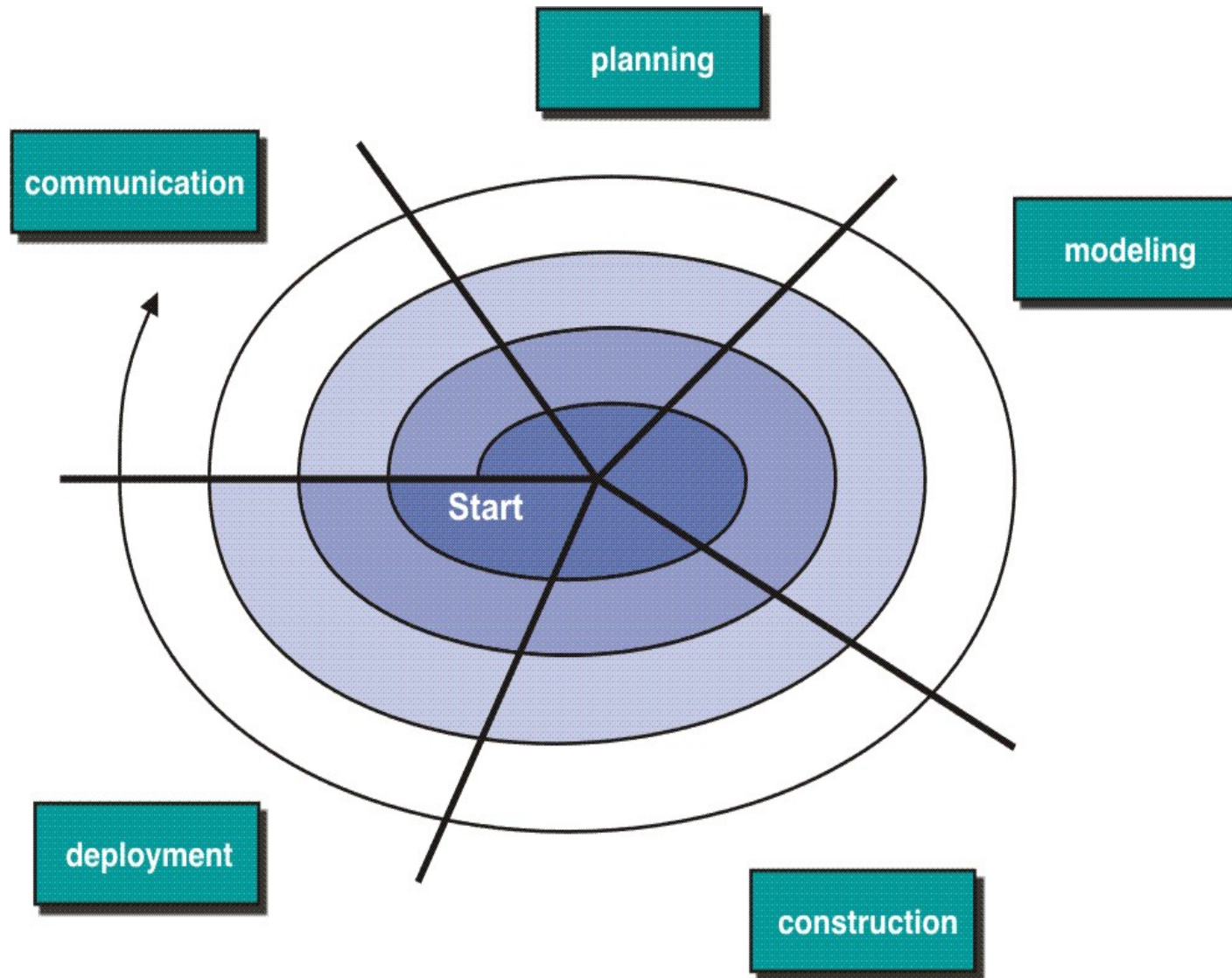


EVOLUTIONARY MODELS: PROTOTYPING



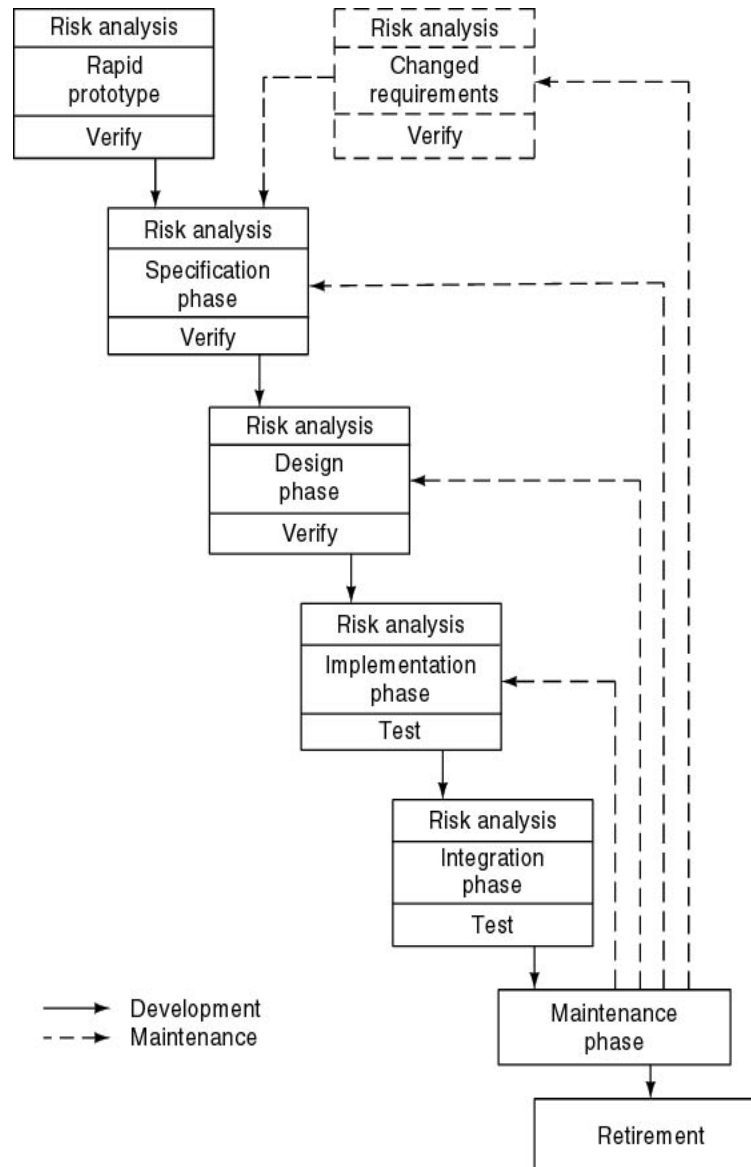
more commonly used as a technique than a standalone process model

EVOLUTIONARY MODELS: THE SPIRAL



SPIRAL MODEL

- Simplified form
 - Waterfall model plus risk analysis
- Precede each phase by
 - Alternatives
 - Risk analysis
- Follow each phase by
 - Evaluation
 - Planning of next phase



ANALYSIS OF SPIRAL MODEL

○ Strengths

- Iterative refinement to the product
- No distinction between development and maintenance
- Realistic approach to large-scale software

○ Weaknesses

- Difficult to convince customers that evolutionary approach is controllable
- Demands considerable risk assessment expertise
- Rely on risk assessment for success

OTHER PROCESS MODELS

- **Component based development**—the process to apply when reuse is a development objective
- **Formal methods**—emphasizes the mathematical specification of requirements
- **AOSD**—provides a process and methodological approach for defining, specifying, designing, and constructing *aspects*
- **Unified Process**—a “use-case driven, architecture-centric, iterative and incremental” software process closely aligned with the Unified Modeling Language (UML)

UNIFIED PROCESS (UP)

A software process that is:

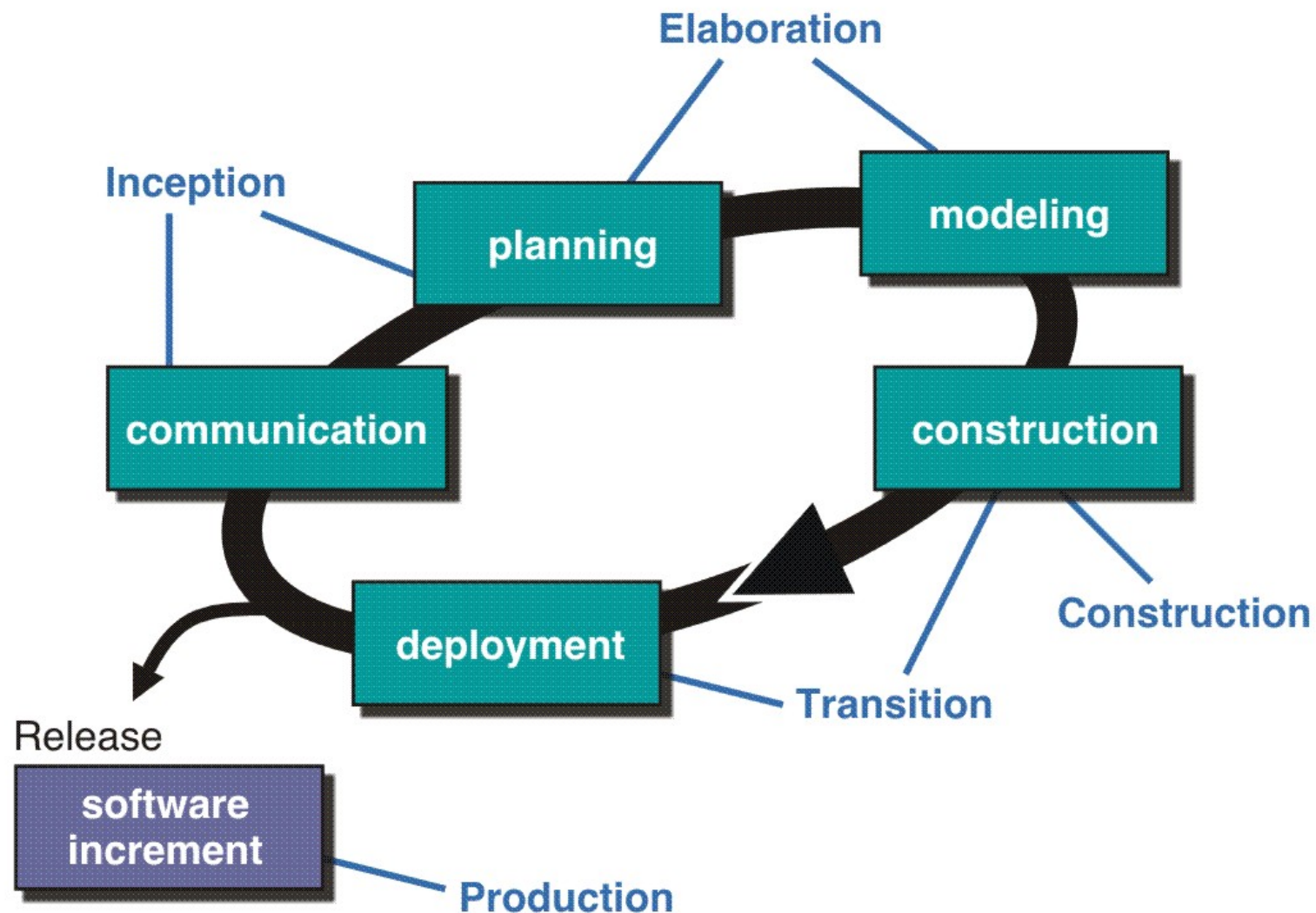
- use-case driven
- architecture-centric
- iterative and incremental

Closely aligned with the
Unified Modeling Language (UML)

UP: A BRIEF HISTORY

- 1980s-1990s: object-oriented methods and languages bloom
- Early 1990s: work on “unified method”
 - James Rumbaugh, Grady Booch, Ivar Jacobson
 - To combine the best features of their individual methods with additional features
 - UML (unified modeling language) proposed and became an industry standard by 1997
 - Rational Corporation developed automated tools for UML
- Over the next few years: UP proposed as a unified OO process framework using UML

UNIFIED PROCESS MODEL



UP WORK PRODUCTS

produce 10%-20% use case models

Inception Phase

- Vision document
- Initial use-case model
- Initial project glossary
- Initial business case
- Initial risk assessment
- Project plan phases and iterations
- Business model if necessary
- One or more prototypes

produce 80%-90% use case models

Elaboration Phase

- Use-case model
- Supplementary requirements including non-functional
- Analysis model
- Software architecture description
- Executable architectural prototype
- Preliminary design model
- Revised risk list
- Project plan including
 - iteration plan
 - adapted workflows
 - milestones
 - technical work products
- Preliminary user manual

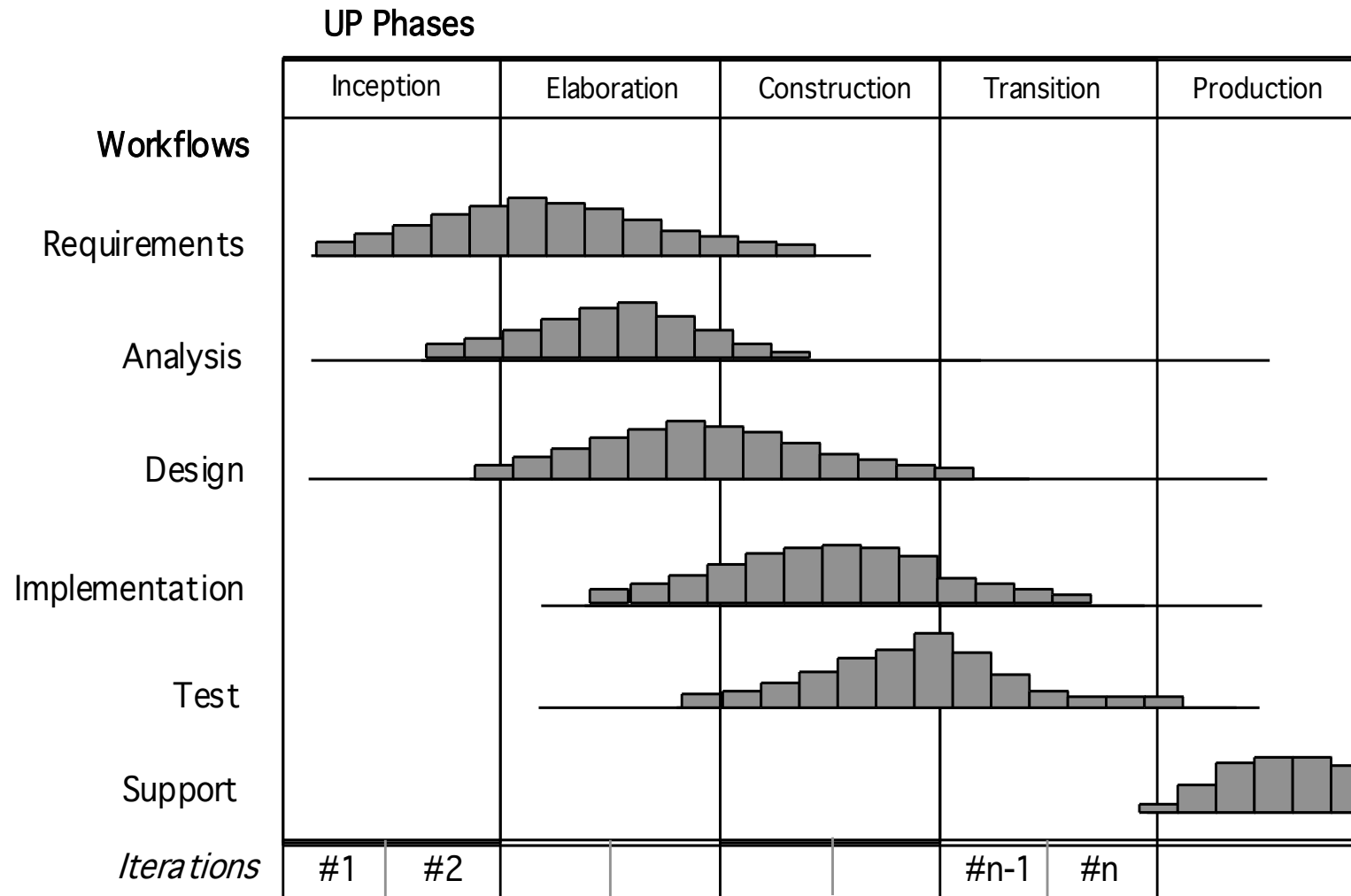
Construction Phase

- Design model
- Software components
- Integrated software increment
- Test plan and procedure
- Test cases
- Support documentation
 - user manuals
 - installation manuals
 - description of current increment

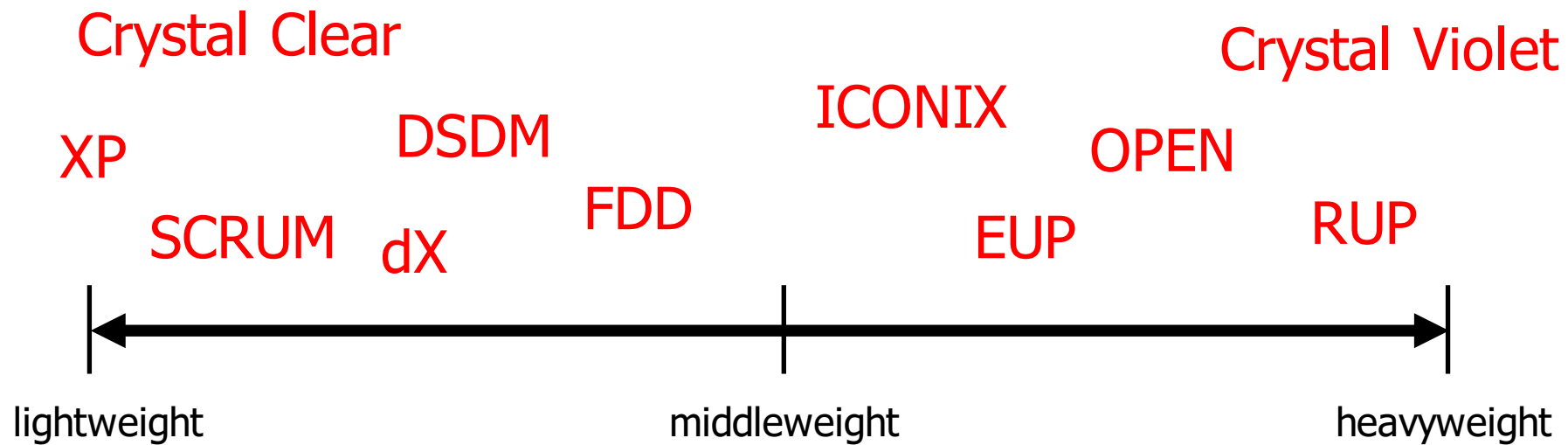
Transition Phase

- Delivered software increment
- Beta test reports
- General user feedback

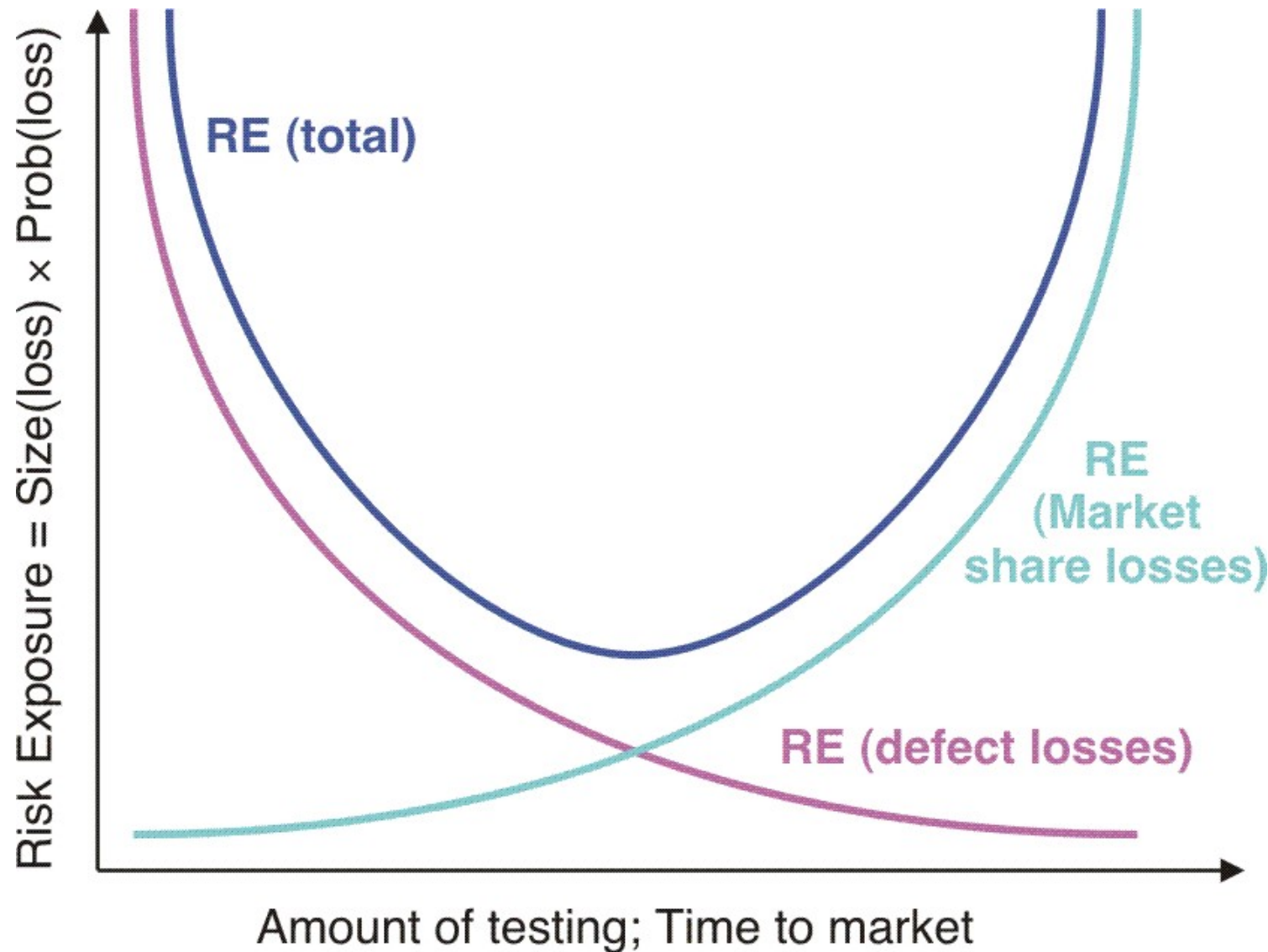
UP PHASES



SOFTWARE PROCESS SPECTRUM



BALANCE BETWEEN QUALITY AND TIME-TO-MARKET



CONCLUSIONS

- Different life-cycle models
- Each with own strengths and weaknesses
- Criteria for deciding on a model include
 - The organization
 - Its management
 - Skills of the employees
 - The nature of the project
- Best suggestion
 - “Mix-and-match” life-cycle model



END OF CHAPTER 2