

# CS 4530: Fundamentals of Software Engineering

## Module 6.1: Software Development Processes

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# Learning Goals for this Lesson

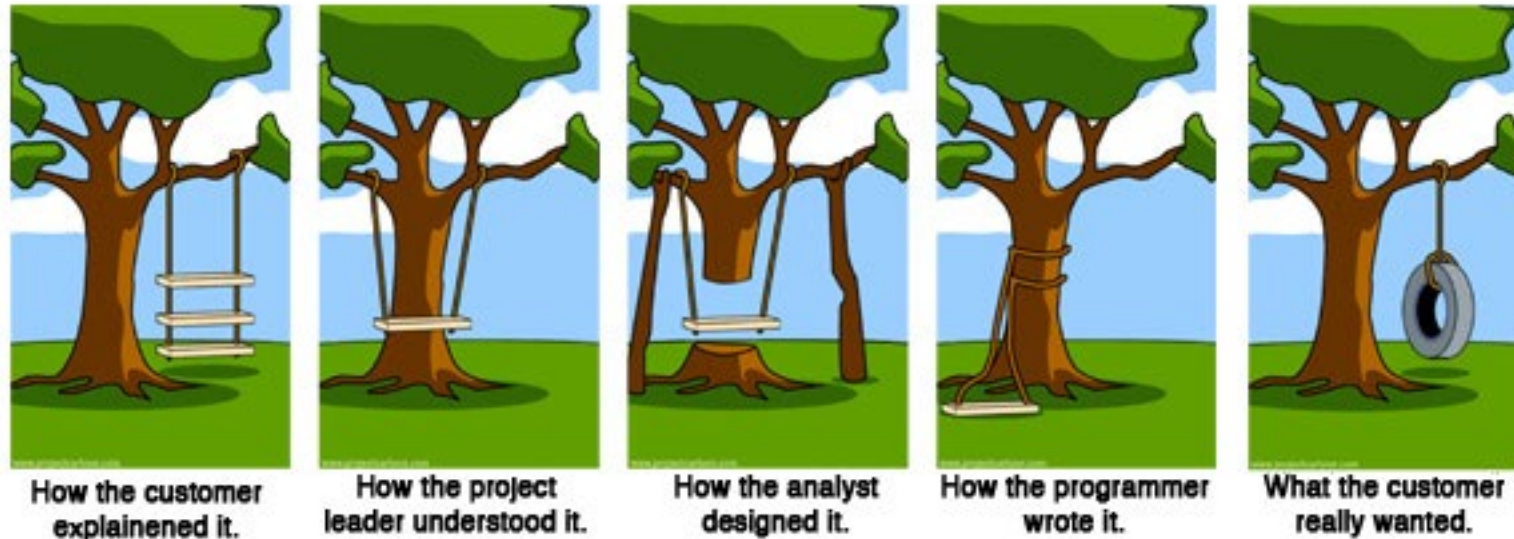
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- At the end of this lesson, you should be able to
  - Know the basic characteristics of the waterfall software process model
  - Be able to explain when the waterfall model is appropriate and when it is not
  - Understand how the waterfall and agile models manage risk
  - Be able to explain how agile process instill quality, including through test driven development

# Review:

## How to make sure we are building the right thing

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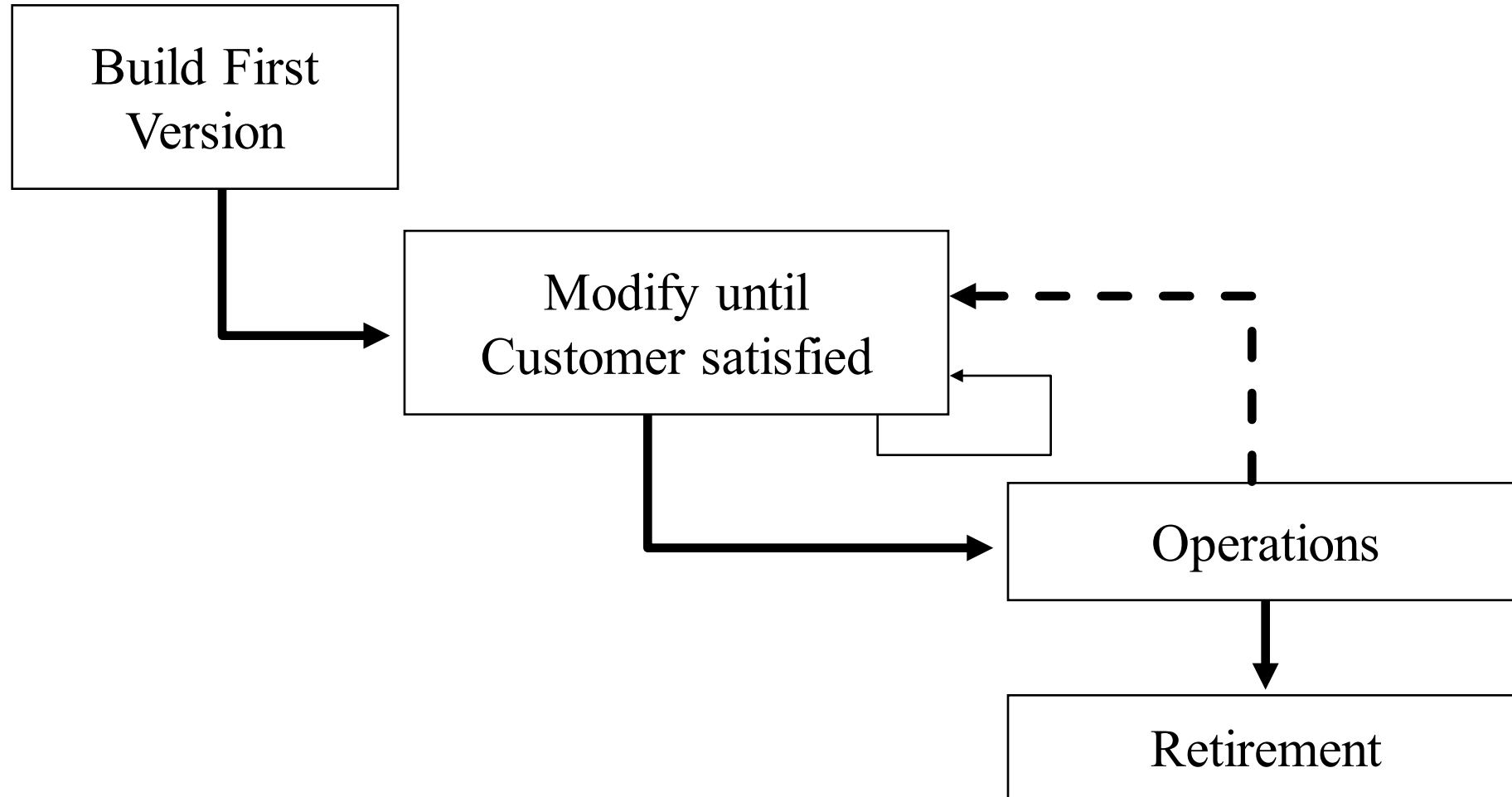
Requirements  
Analysis

Planning &  
Design

Implementation

# Software Process: Code + Fix

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# A brief history of software planning

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## NATO conference on Software Engineering + Outcomes

- Software was very inefficient
- Software was of low quality
- Software often did not meet requirements
- Projects were unmanageable and code difficult to maintain
- Software was never delivered



### SOFTWARE ENGINEERING

Report on a conference sponsored by the  
NATO SCIENCE COMMITTEE  
Garmisch, Germany, 7th to 11th October 1968

Chairman: Professor Dr. F. L. Bauer  
Co-chairmen: Professor L. Bollet, Dr. H. J. Helms

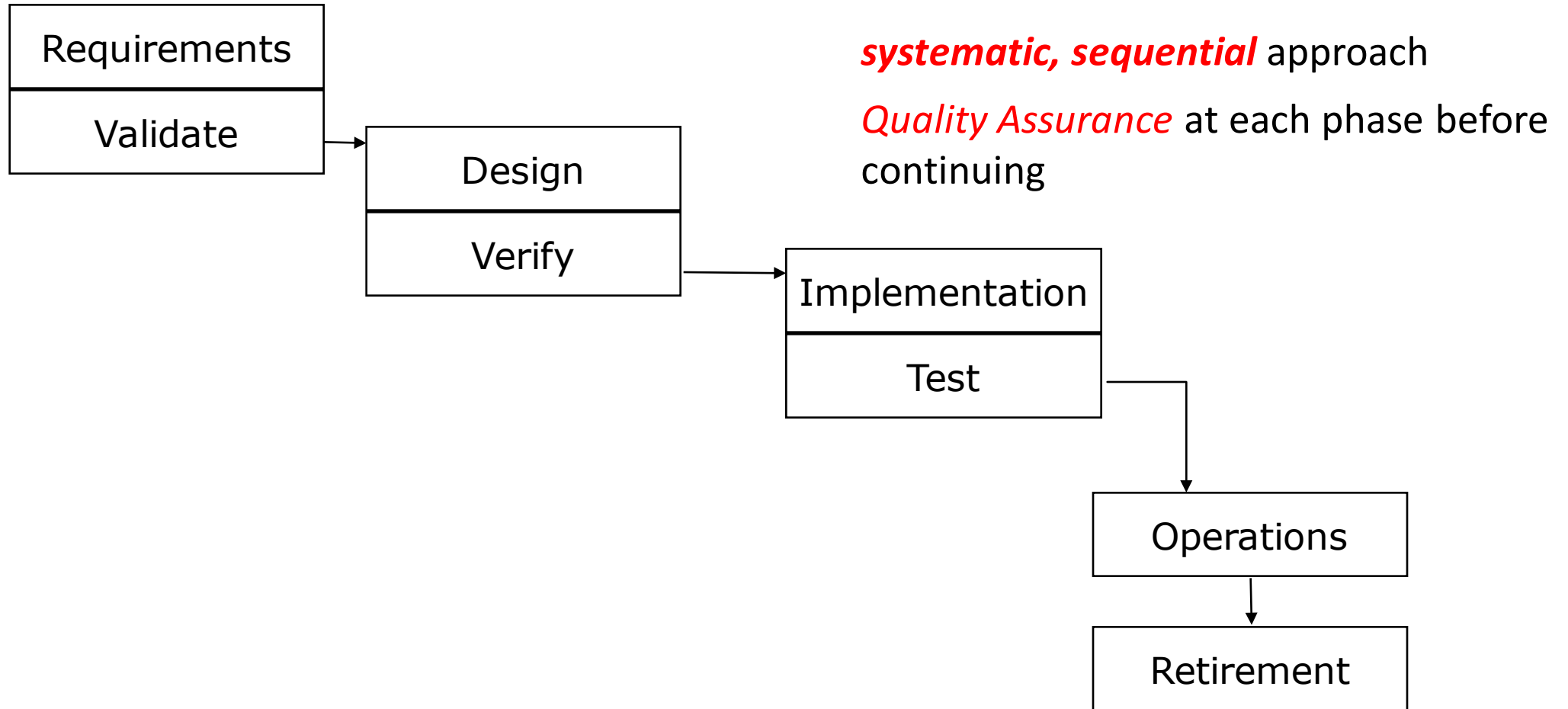
Editors: Peter Naur and Brian Randell

January 1969

A call to action: We  
must study *how to*  
*build software*

# Software Process: Waterfall (~1970)

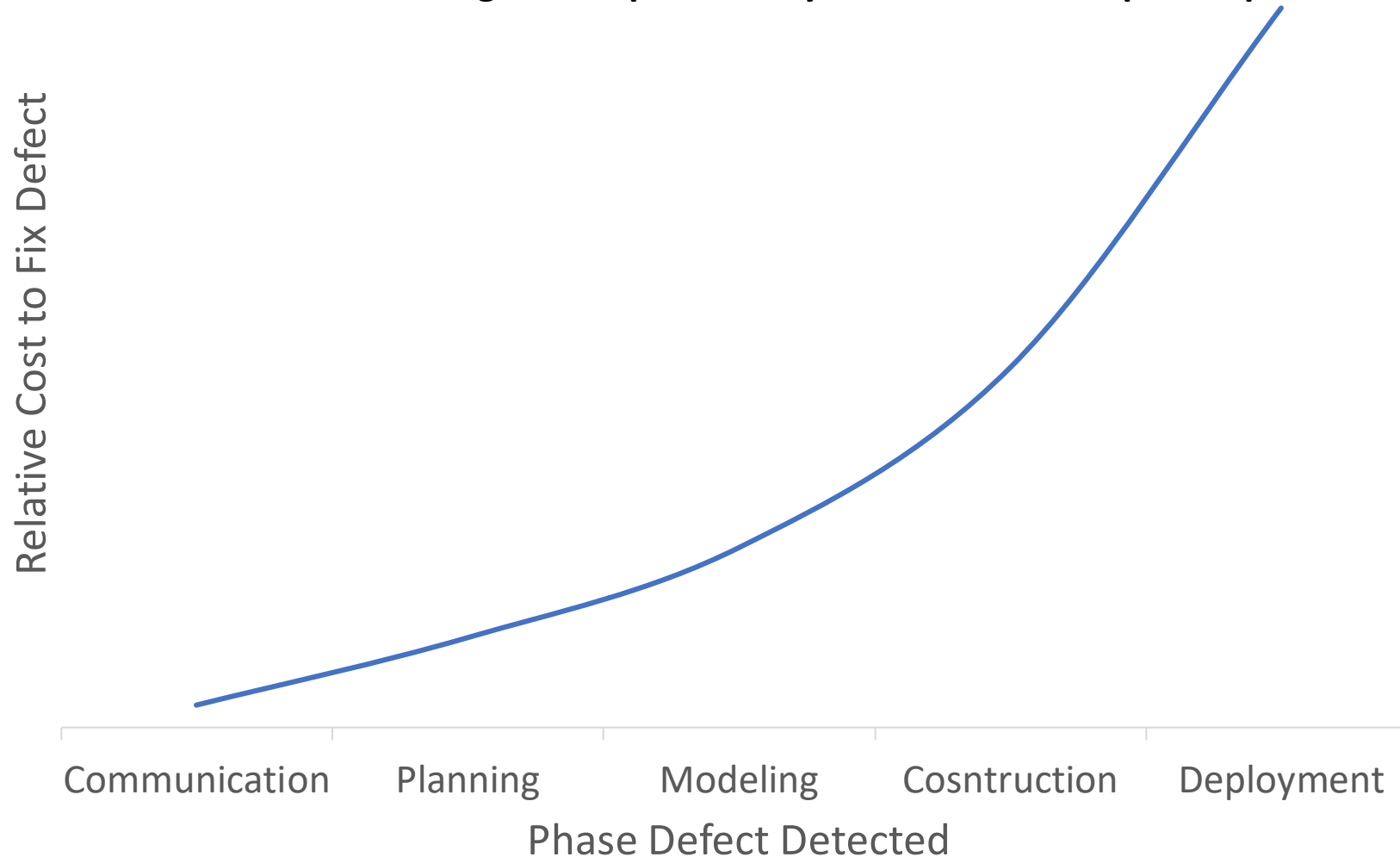
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# Waterfall Model: Risk Assumptions

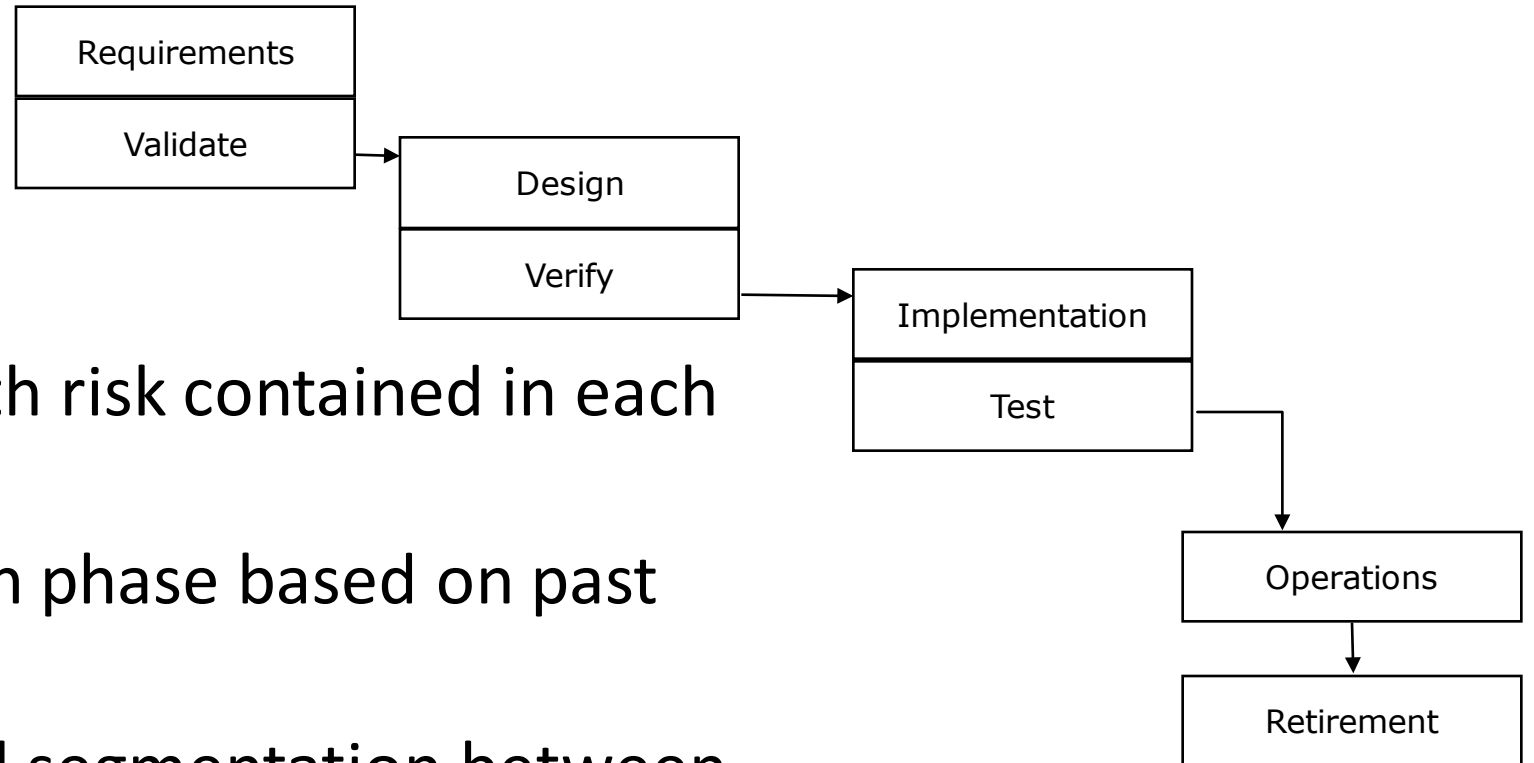
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**The cost to fix a defect grows exponentially with each development phase**



# Waterfall Process Improves on Code + Fix

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- Measurable progress with risk contained in each phase
- Possible to estimate each phase based on past projects
- Division of labor: Natural segmentation between phases



# Waterfall Model adds process overhead

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Since formal quality assurance happens at each phase, it's necessary to produce extremely detailed...

- Requirements documents
- Design documents
- Source code with documentation





# Waterfall Model Reduces Risk by Preventing Change

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Traditional waterfall model: no way  
to go back “up”

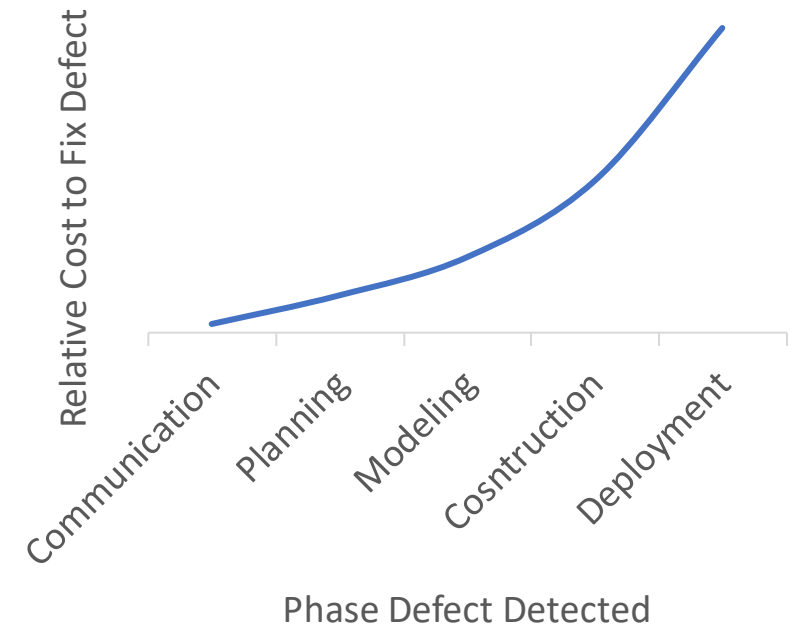




# Waterfall Model: Applications

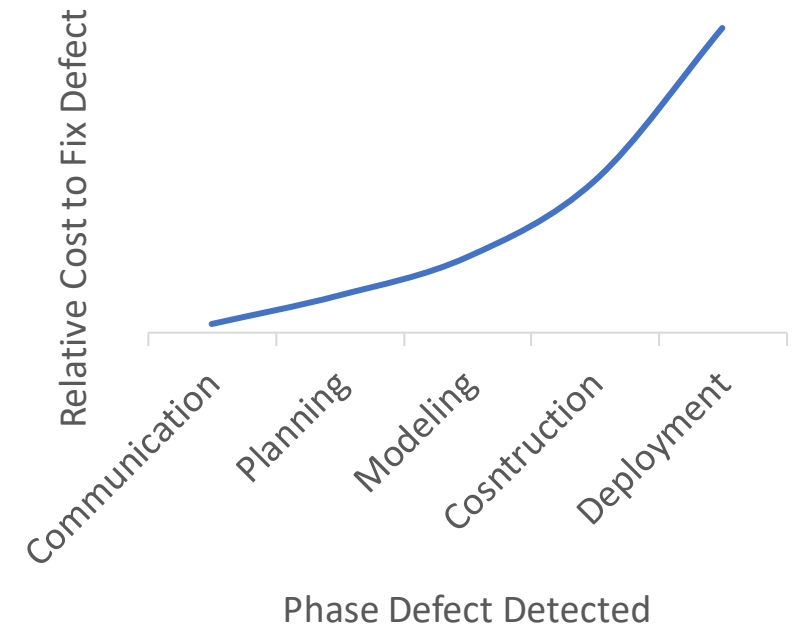
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- What projects would this work well in?
  - Projects with tremendous uncertainty
  - Projects with long time-to-market
  - Projects that need extensive QA of requirements and design
  - Projects for which the expense of the planning is worth it
- Classic examples: military/defense
  - Warship that needs to have component interfaces last 80 years
  - Spacecraft?

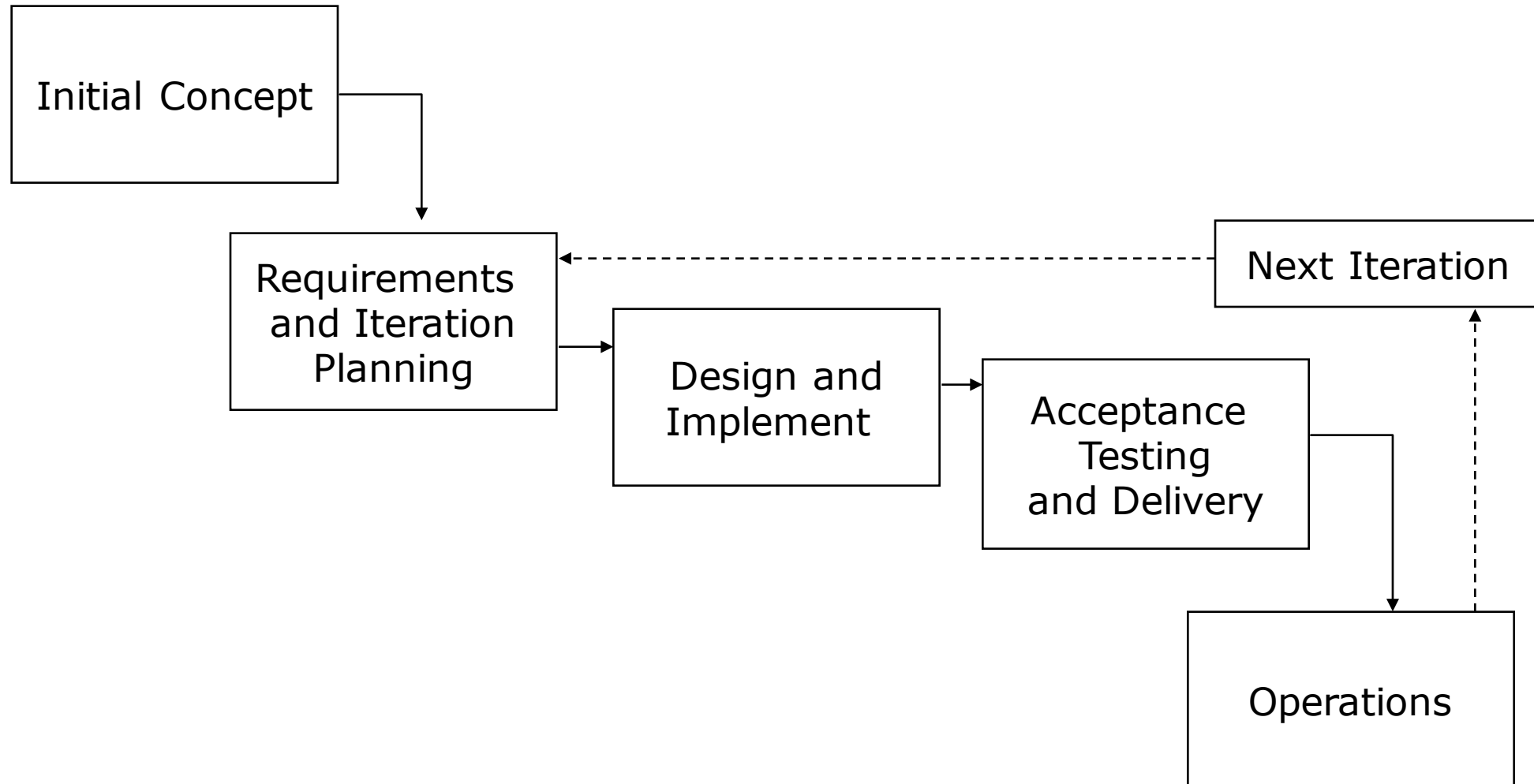


# Waterfall Model: Wasted Work Product

- Wasted productivity can occur through each phase's QA process:
  - Requirements that become obsolete
  - Elaborate architectural designs never used
  - Code that sits around not integrated and tested in production environment, eventually discarded
  - Documentation produced per requirements, but never read
- What if we could eliminate that waste, and reduce the cost of defects later in development cycle?
  - Example: with shorter time-to-market?



# Waterfall Variation: Iterative Process (~1980s)



# The Agile Model Reduces Risk by Embracing Change (~2000)

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- The Waterfall philosophy:
  - "The project is too large and complex, and it will take months (or years!) to plan, so once we come up with the plan, that plan can not change"
  - Reduce risk by proceeding in stages
- The Agile philosophy:
  - The project is too large and complex, it is unlikely that we will know exactly what we need right now, and to some extent, we are inventing something new. We think that as we make it, we will figure it out as we go"
  - Reduce risk by limiting time on any one stage; then reassess. ("time-boxing")

# Agile Manifesto

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We are uncovering better ways of developing software by doing it and helping others do it.  
Through this work we have come to value:

Individuals and interactions	over processes and tools
Working software	over comprehensive documentation
Customer collaboration	over contract negotiation
Responding to change	over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

# Agile Practice: Everyone is Responsible for Quality

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- “Collective ownership”
- Requirements (user stories) are developed collaboratively with customer, and are *negotiable* (INVEST qualities)
- Functional and non-functional correctness is checked *on the cheap*, and often
- Developers improve code anywhere in the system if they see the opportunity
- Many parallels with “Toyota Process System;” a variety of other software processes developed in the 90’s share these basic values



# Agile Values Embrace Change

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Compare to problems in waterfall:

- Requirements that become obsolete
  - Don't make detailed requirements until you need them
- Elaborate architectural designs never used
  - Don't design until you need
- Code that sits around not integrated and tested in production environment, eventually discarded
  - Integrate and test continuously
- Documentation produced per requirements, but never read
  - Don't require documentation

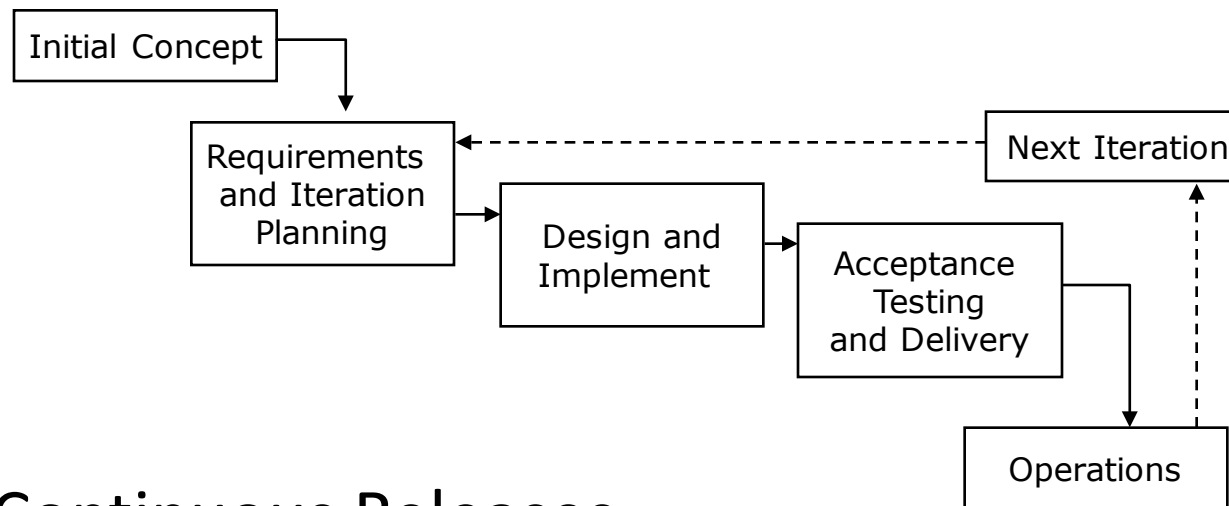
Or only as much documentation  
as you really need.

# Agile Processes are Iterative

**Agile Process Model**



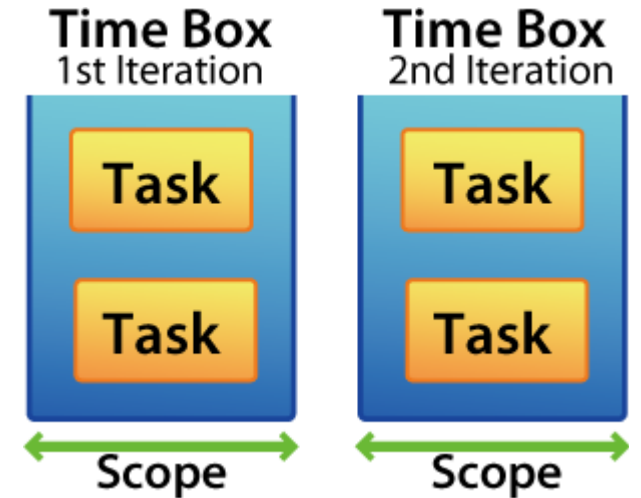
**Iterative Waterfall Model**



**Key Idea:** Small Continuous Releases

# Agile Processes Reduce Risk by Time Boxing

- Each “iteration” is called a “sprint”
- Each sprint has a fixed duration
- Scope of features in a sprint is determined by the team
- Key insight: planning might be a guess at first, but gets better with time
- More on agile planning & estimation in Module 6.2



# Example Agile Process: XP

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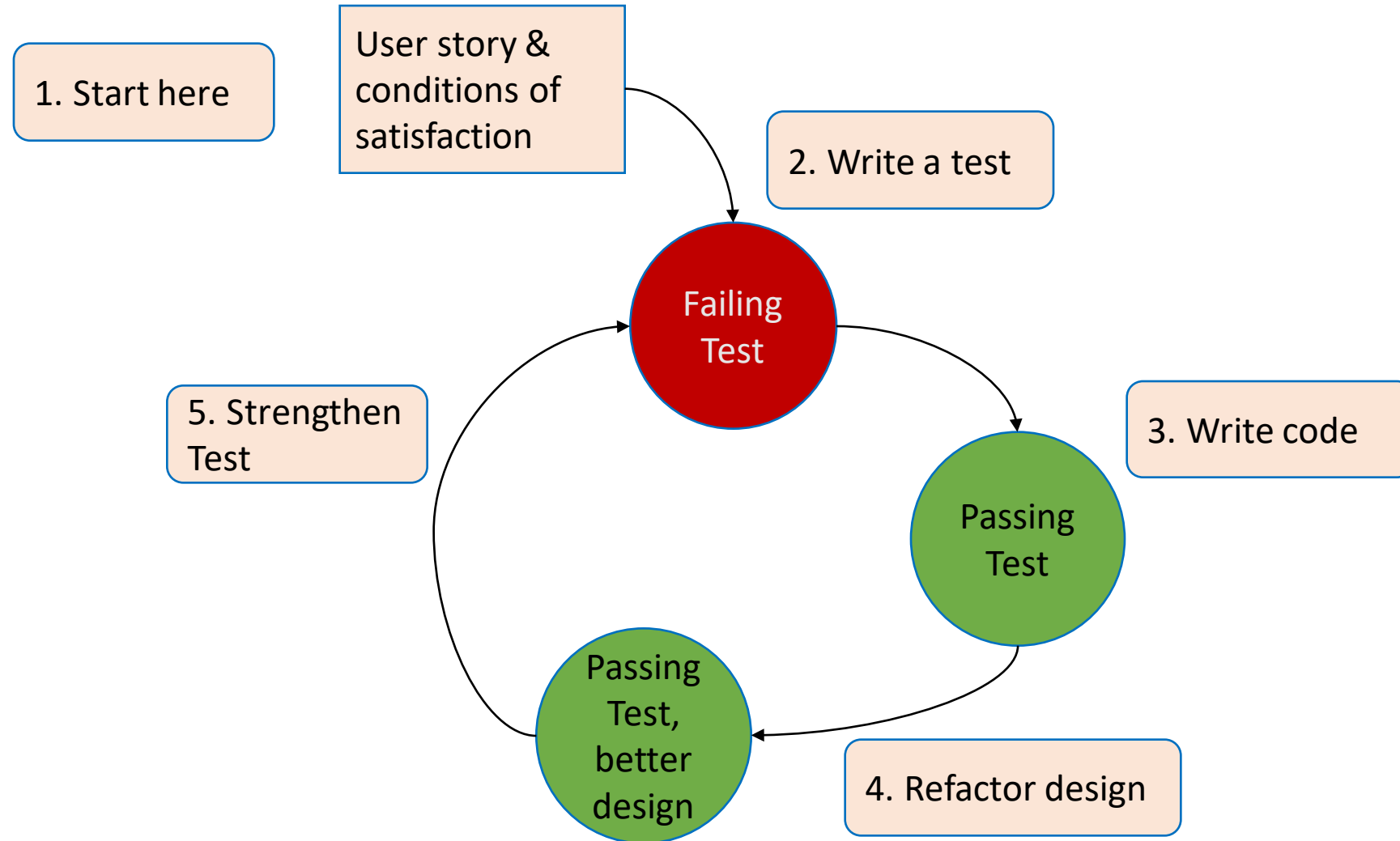
"The development of a piece of software changes its own requirements. As soon as the customers see the first release, they learn what they want in the second release...or what they really wanted in the first. And it's valuable learning, because it couldn't have possibly taken place based on speculation. It is learning that can only come from experience. But customers can't get there alone. They need people who can program, not as guides, but as companions."

- Kent Beck, in "eXtreme Programming eXplained"



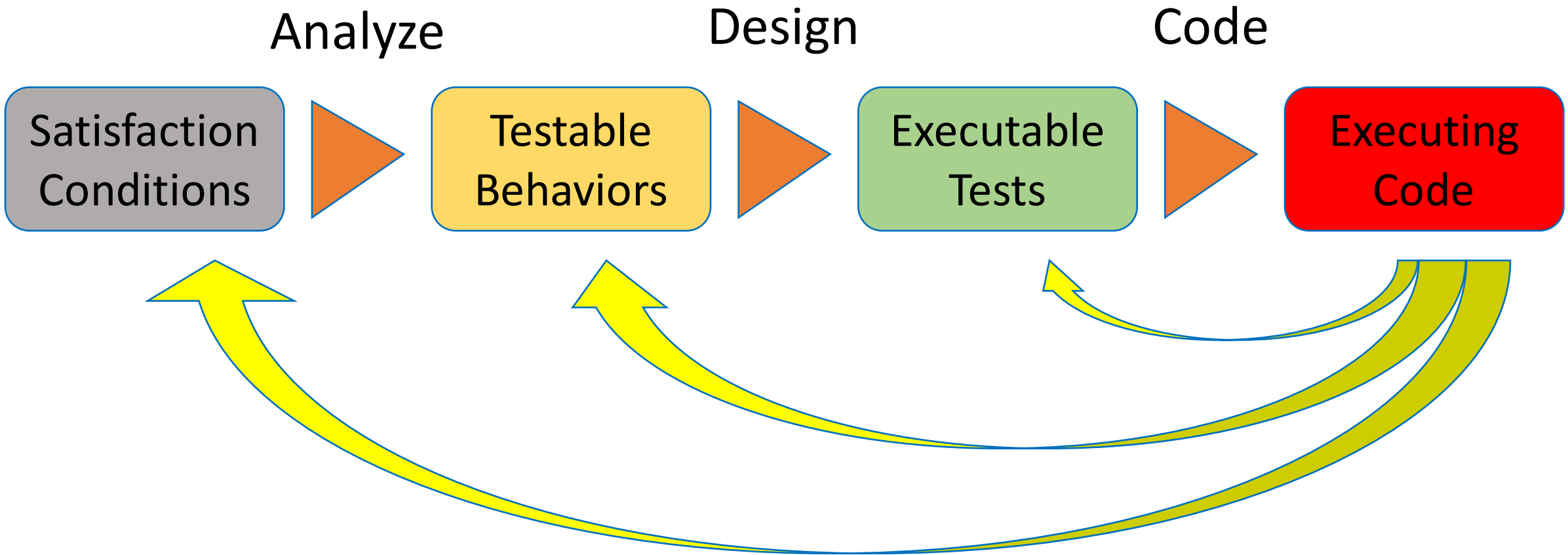
# Agile Practice: Test Driven Development (TDD)

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# The TDD Cycle (from Module 02)

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