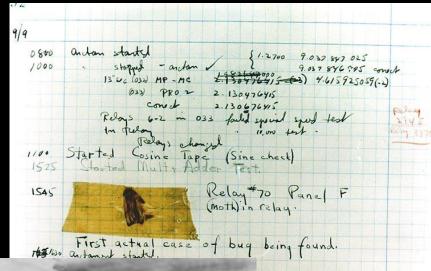
# DAT255 / DIT543 SOFTWARE ENGINEERING PROJECT





# ISO/IEC 25010 Software Quality

```
Functional suitability
     Compatibility
Performance efficiency
       Usability
       Reliability
       Security
    Maintainability
      Portability
```

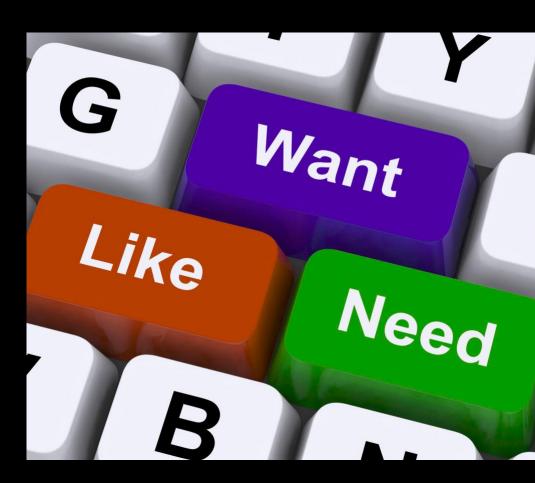
# Software Requirement

#### ISO/IEC/IEEE 24765:2017(E)

3.3431

#### requirement

- 1. statement that translates or expresses a need and its associated constraints and conditions [ISO/IEC TS 24748-1:2016 Systems and software engineering Life cycle management Part 1: Guide for life cycle management, 2.41; ISO/IEC/IEEE 29148:2011 Systems and software engineering Life cycle processes Requirements engineering, 4.1.19]
- 2. condition or capability that must be met or possessed by a system, system component, product, or service to satisfy an agreement, standard, specification, or other formally imposed documents [IEEE 730-2014 IEEE Standard for Software Quality Assurance Processes, 3.2]
- 3. provision that contains criteria to be fulfilled [ISO/IEC 14143-2:2011 Information technology Software measurement Functional size measurement Part 2: Conformity evaluation of software size measurement methods to ISO/IEC 14143-1, 3.10]
- 4. a condition or capability that must be present in a product, service, or result to satisfy a contract or other formally imposed specification [A Guide to the Project Management Body of Knowledge (PMBOK® Guide) Fifth Edition]



## Defect

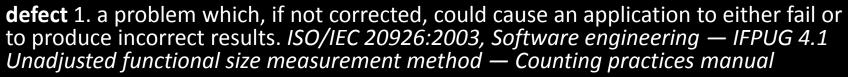
#### **ISO/IEC 9126**

**Defect**: The nonfulfilment of intended usage requirements

Nonconformity: The nonfulfilment of specified requirements

#### ISO/IEC/IEEE 24765:2010(E)

3.764



- 2. an imperfection or deficiency in a project component where that component does not meet its requirements or specifications and needs to be either repaired or replaced. A Guide to the Project Management Body of Knowledge (PMBOK® Guide) Fourth Edition.
- 3. a generic term that can refer to either a fault (cause) or a failure (effect). IEEE Std 982.1-2005 IEEE Standard Dictionary of Measures of the Software Aspects of Dependability





# Agile & Requirements

Individuals and interactions over

processes and tools

Working software over

comprehensive documentation

Customer collaboration over

contract negotiation

Responding to change over

following a plan

## **TESTING**

#### Verification

Are we building the software right?

#### **Static**

Manual / Automatic inspection

Loop conditions

**Indices** 

Names

Types

Argument order

#### **Validation**

Are we building the right software?

#### **Dynamic**

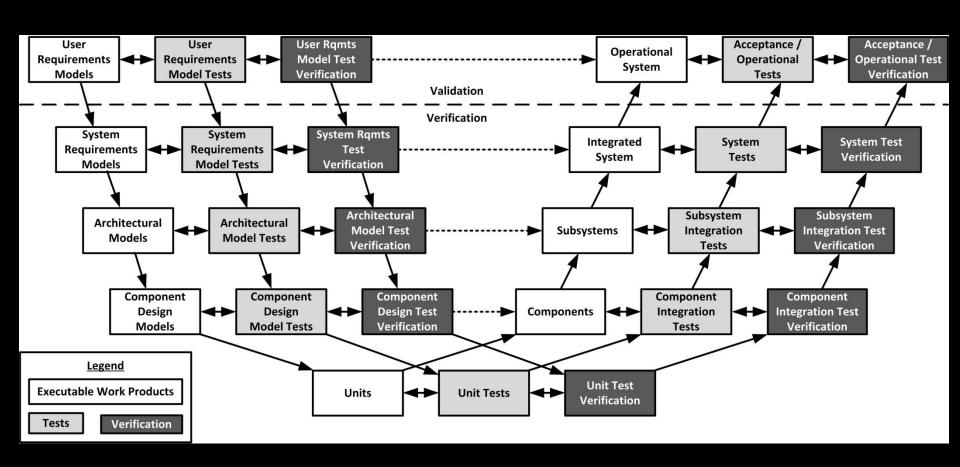
Build & Run

Test-to-pass / Test-to-fail

White / Grey / Black

Automatic / Manual

## Artefact – Test – Verification

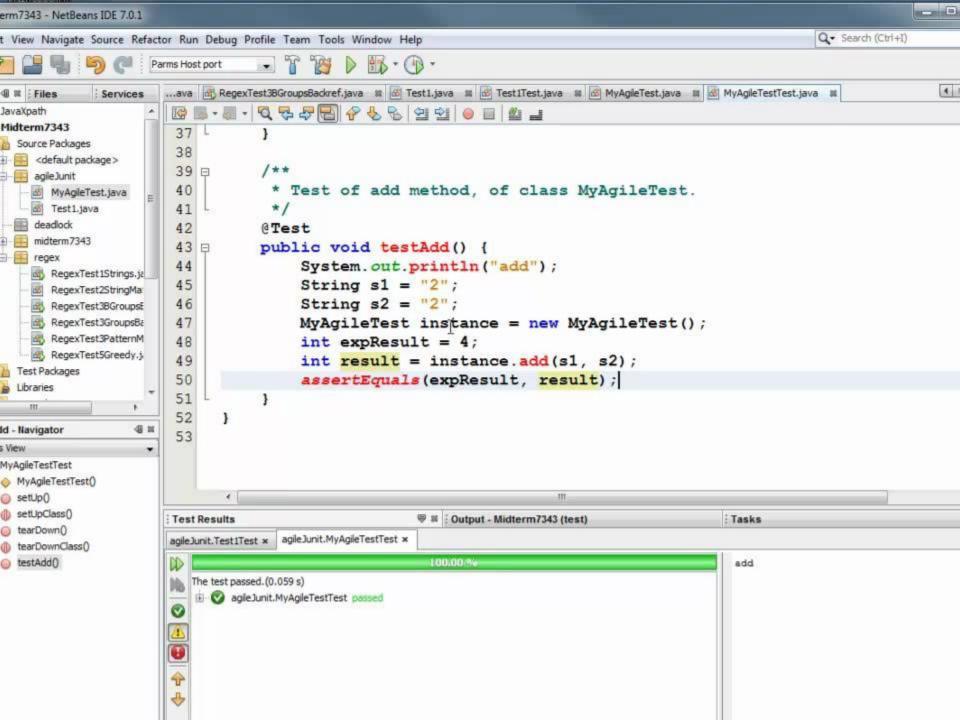


## **TESTING**

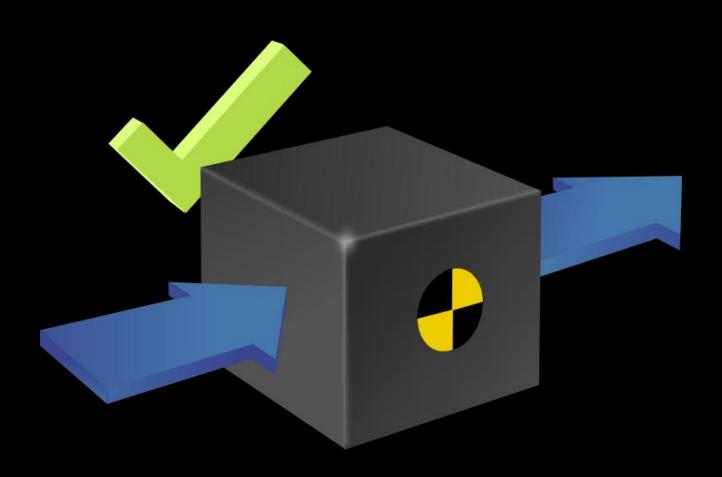
Unit testing

System / Integration testing

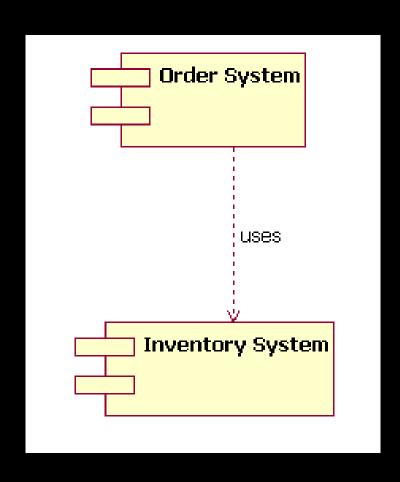
Acceptance testing



# System testing



# Integration testing



Will Order System and Inventory System behave in an erroneous or unexpected way when working together?

# Acceptance Test

USER EXPERIENCE

A / B TESTS

MULTI-VARIATE

BETA-RELEASE





#### Strategi för kvalité

Under legoövningen blev våra leveranser inte godtagna efter första sprinten, men det blev de i både andra och tredje. Då kunde vi däremot hela tiden kolla med produktägaren om något vi gjorde höll måtten. Det gjorde det väldigt tydligt om det vi byggde var stabilt och konsekvent.

Så är inte fallet under detta projekt: det kommer inte vara lika tydligt om produkten i projektet är bra jämfört med om ett legobygge är klart och det är inte möjligt att ständigt fråga produktägaren för att undersöka detta.

Som KPI För att mäta vilken kvalitet leveranserna håller tänker vi att mäta hur stor andel av alla rader av vår kod som körs av de enhetstester som vi bygger. Desto större andelen är, desto större är sannolikheten att vi vet vad vår kod gör.

En brist med detta KPI är att det är beroende av våra enhetstester, och det kan finnas fall som vi inte har gjort lämpliga enhetstester för.



## REMEMBER

Specifications will change over time

It's im possible to completely testaprogram

Testingcan tshowthataprogram isbug -free

All changes over time

Testingcan tshowthataprogram isbug -free

Is it a bug or a feature?

# Agile & Testing

Acceptance criteria
DoD

Custom ercolloration over...



Continuous integration
Continuous deployment
Test-driven development

• • •

## TEST-DRIVEN DEVELOPMENT

Add a new test
Run all test cases
Add new code
Run all tests
Refactor

## RISKS & MITIGATION STRATEGIES

Business
Technical
Knowledge
Organisational



## SOME ADVICE

Merge – Merge – Merge

Be aware of your assumptions

Self-organise & take responsibility

Feedback

The customer ≠ The grader

Have It's gonna be fun!

# PROJECT TRIANGLE



## Even More Advice

"It's n otthep an that is in portant, it is the act of plan n in g"

G. Edwards

"Im not planning to jump off a bridge with no bun gee"

**Norah Jones** 

### REALITY CHECK

What was purpose of lecture?

Which learning objectives were covered? How?

What was the relationship to the course assessment?

#