INTENDED LEARNING OBJECTIVES

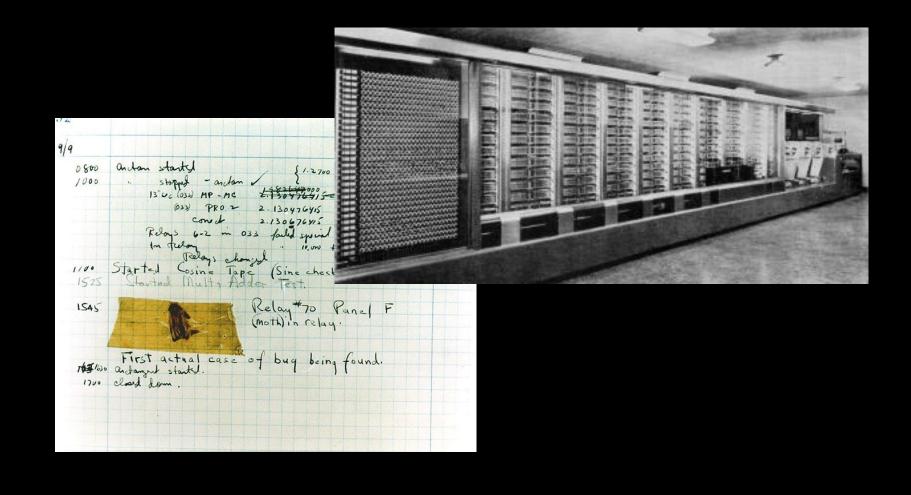
After the course the student should be able to...

... identify the complexities of software design and development

... describe the fundamentals of software engineering, such as stakeholders and requirements

... reflect on the choice of software engineering methods used in the project

SOFTWARE QUALITY



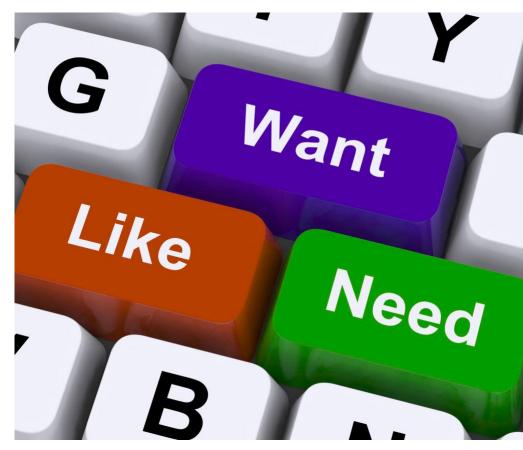
ISO/IEC 25010 Software Quality

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



Requirement

A feature or function that satisfies a stakeholder expectation or a contract, standard, specification, or other formally ***** imposed document



Defect

When software has erroneous or unexpected behaviour *in relation* to requirements



TESTING

Verification

Are we building the software right?

Static

Inspect

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

TESTING

WHAT test

HOW test that?

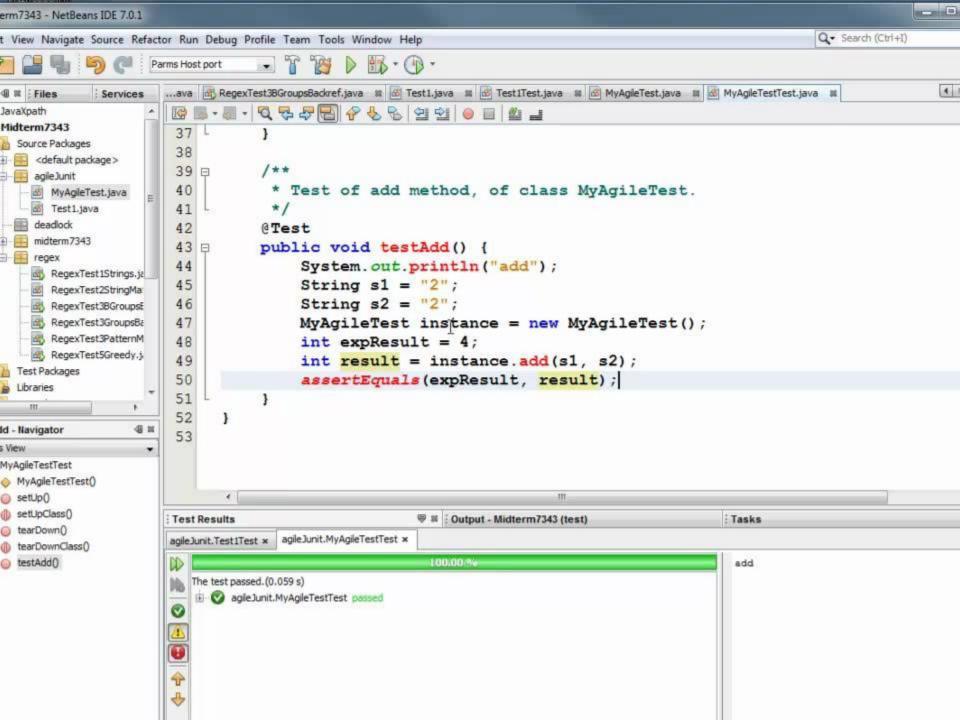
WHY test?

Testing

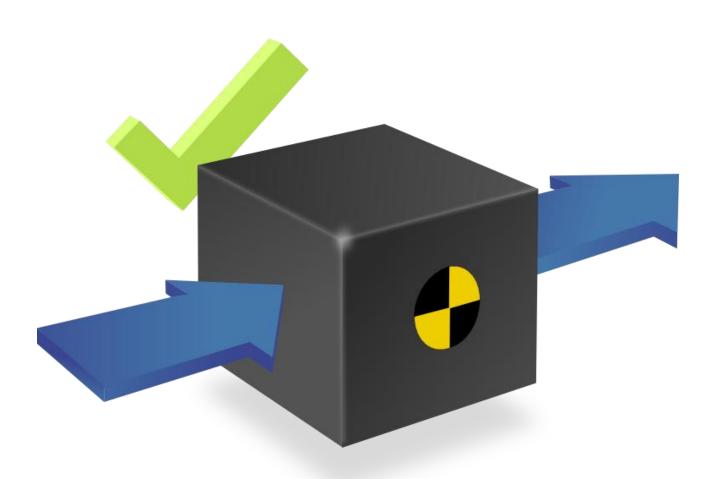
Unit testing

System / Integration testing

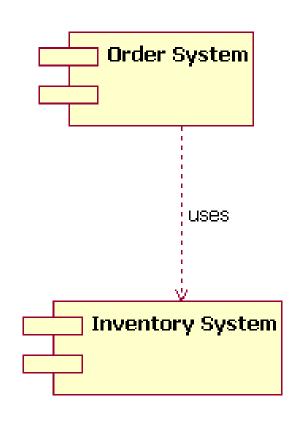
Acceptance testing



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











The Making of a Fly: The Genetics of Animal Design (Paperback)

by Peter A. Lawrence

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REMEMBER

THE SPECIFICATIONS WILL CHANGE OVER TIME
IT'S IMPOSSIBLE TO COMPLETELY TEST A PROGRAM
TESTING CAN'T SHOW THAT A PROGRAM IS BUG-FREE
ALL FOUND BUGS CAN'T BE FIXED
DIFFICULT TO DECIDE IF IT'S A BUG OR NOT

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

Agile & Testing

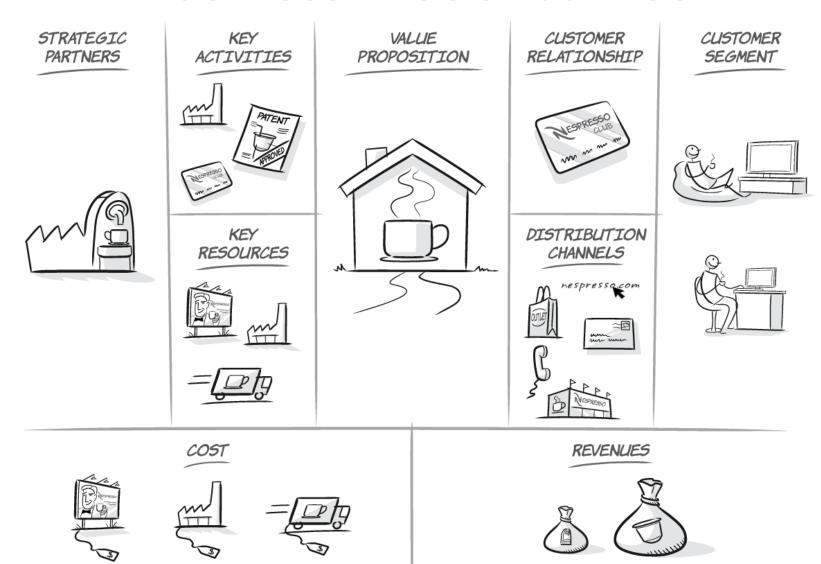
Acceptance criteria DoD Customer collaboration over ... Working software over ... Continuous integration Continuous deployment Test-driven development

. . .

TEST-DRIVEN DEVELOPMENT

ADD A NEW TEST
RUN ALL TESTS
ADD SOME CODE
RUN ALL TESTS
REFACTOR

Business Model Canvas



Facebook – World's leading Social Networking Site (SNS)

Key Partners	Key Activitie	es Value Pro	positions	Relationships	Customer Segments
Content Partners (TV Shows, Movies, Music, News Articles)	Platform Development Data Center Operations Mgr	frier Discover	with your nds, & Learn, yourself	Same-side Network Effects Cross-side Network Effects	Internet Users
	Key Resource	Relev		Channels	Advertisers and Marketers
	Facebook Platform Technology	Personal Social Exp Social Dis	lized and periences,	Website, Mobile Apps Facebook Ads, Facebook Pages	Developers
	Infrastructure	rayıı	ients	Developer Tools and APIs	
Cost Structure			Revenue Streams		
Data center costs	Marketing and Research and Development		Free	Ad Revenues	Payment Revenues
General and Administrative					

www.businessmodelgeneration.com

RISKS & MITIGATION STRATEGIES

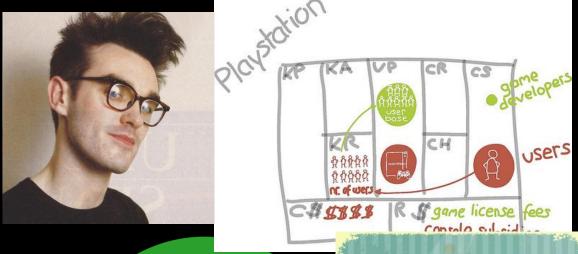
Business

Technical

Feedback

Organisational

Dependency







SOME ADVICE

MERGE-MERGE
CHALLENGE YOUR ASSUMPTIONS
SELF-ORGANISATION & RESPONSIBILITY
USE ME AND JAN-PHILIPP AS COACHES
THE P.O. ≠ THE GRADER

More Advice

"It's not the plan that is important, it is the act of planning"

G. Edwards

"I'm not planning to jump off a bridge with no bungee"

Norah Jones

REFLECTION

What have you learnt?

Did that map to the learning goals?

What was helpful? What can I improve?

#