



Software Engineering

0. Course Organization | Thomas Thüm | October 7, 2021

About Me

- My name is Thomas
(avoid Prof./Mr. Thüm please)
- Programming since 1998
- Contributing to FeatureIDE since 2007
- 2004–2010: studied Computer Science
(minor subject Mathematics)
- 2010–2015: PhD student in Magdeburg
- 2015–2019: PostDoc in Braunschweig
- Since 2020: Professor for the Construction
and Analysis of Secure Software Systems



Institute of Software Engineering and Programming Languages

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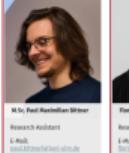
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Scientific Employees



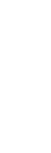
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Telefon: +49(2150)24.900



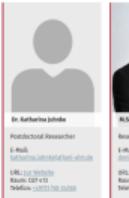
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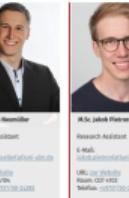
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Secretary & Technician



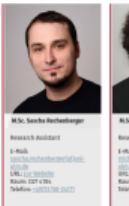
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Telefon: +49(2150)24.903

Bachelor Courses of Our Institute

Key	<input checked="" type="checkbox"/> Lecture	<input checked="" type="checkbox"/> (Pro-)Seminar	<input checked="" type="checkbox"/> Project	<input checked="" type="checkbox"/> Thesis
Lecturer	<input checked="" type="checkbox"/> Tichy	<input checked="" type="checkbox"/> Frühwirth	<input checked="" type="checkbox"/> Thüm	<input checked="" type="checkbox"/> Raschke
	Winter Term	Summer Term	infrequent	always
Master & Bachelor	Functional Programming RASCHKE	Constraint Programming FRÜHWIRTH	Rule-based and Constraint Programming FRÜHWIRTH	
	Management of Software Projects HOUDEK			
	Rule-based and Constraint Programming FRÜHWIRTH			
	Web Engineering TICHY			
	Software Engineering I+II THÜM		Research Trends in Software Engineering Logic-based Programming Languages	Bachelor Thesis
	Software Project THÜM		Software Engineering Anwendungsprojekt VMA	
Bachelor	Introduction to Computer Science	Programming Paradigms RASCHKE	Anwendungsprojekt MDSD	
		Interactive Systems Programming TICHY		

Master Courses of Our Institute

Key	<input checked="" type="checkbox"/> Lecture	<input checked="" type="checkbox"/> (Pro-)Seminar	<input checked="" type="checkbox"/> Project	<input checked="" type="checkbox"/> Thesis
Lecturer	<input checked="" type="checkbox"/> Tichy	<input checked="" type="checkbox"/> Frühwirth	<input checked="" type="checkbox"/> Thüm	<input checked="" type="checkbox"/> Raschke
	Winter Term	Summer Term	infrequent	always
Master	Compiler Construction Thüm	Parallel Programming (in german) RASCHKE	Hot Software Engineering Topics in Research and Practice Model-Driven Software Engineering TICHY	Master Thesis SE-Projekt A SE-Projekt B
	Empirische Forschungsmethoden der Informatik (in german) JUHNKE	Software-Produktlinien (in german) THÜM	Software Quality Assurance TICHY	
	Principles of Program Analysis FRÜHWIRTH		Application of modern principles of software engineering in software development Individual Project Rule-based and Constraint Programming Research Trends in Software Engineering	

Current Courses of Our Institute

Bachelor

- Software Engineering I+II
(Softwaretechnik I+II)
- Software Project
(Softwaregrundprojekt)
- Proseminar on Logic-Based Programming Languages
(Logikbasierte Programmiersprachen)
- Seminar on Rule-Based and Constraint Programming
(Regelbasierte und Constraint-Programmierung)
- Numerous Projects

Master

- Compiler Construction
(Compilerbau)
- Empirical Research Methods in Computer Science
(Empirische Forschungsmethoden der Informatik)
- Functional Programming
(Funktionale Programmierung)
- Management of Software Projects
(Management von Softwareprojekten)
- Hot Software Engineering Topics in Research and Practice
(Aktuelle Themen der Softwaretechnik aus Forschung und Praxis)
- Web Engineering
- Rule-Based Programming
(Regelbasierte Programmierung)

Software Engineering I + II

The Facts

- German title: Softwaretechnik I + II
- Abbreviation: SE (aka. SWT)
- Credits: 6 ECTS (60h+120h=180h)
- Semester hours: 4
- Requirements (contentual):
Interactive Systems Programming
[\(Programmierung von Systemen\)](#)
- Courses of studies:
 - ▶ B.Sc.: Informatik, Medieninformatik,
Software Engineering,
Informationssystemtechnik
 - ▶ M.Ed.: Informatik Lehramt
 - ▶ ...

Course Organization

- Weekly lecture over winter and summer term
- Written exam at the end of the summer term
- No formal exercises, but small tasks within the lecture
- In parallel: Software Project
[\(Softwaregrundprojekt\)](#)

HI THERE! WE'RE THE
VIRUSES THAT CAUSE
THE COMMON COLD.
THIS HANDWASHING...
IT STOPS WHEN THIS
IS ALL OVER, RIGHT?



IT'S JUST, IT'S
MAKING THINGS
REALLY HARD
FOR US, TOO.
MAYBE WE
COULD MAKE
A DEAL?



WE WON'T KILL YOU!
WE JUST WANT TO GET
BACK IN YOUR THROAT
AND MAKE YOU FEEL
GROSS NOW AND THEN.



NO.



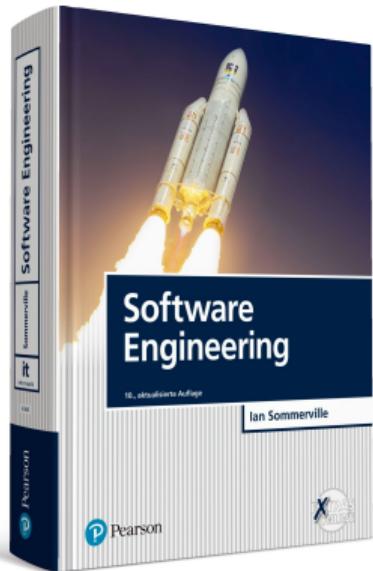
Corona-Update

Online-Format in Winter Term

- no physical lecture
- videos available in Moodle and on Youtube
- extensive use of Moodle:
small tasks, your questions, your answers
- use tutorial groups of software project for
questions
- watch videos together!
- do interactive parts together!



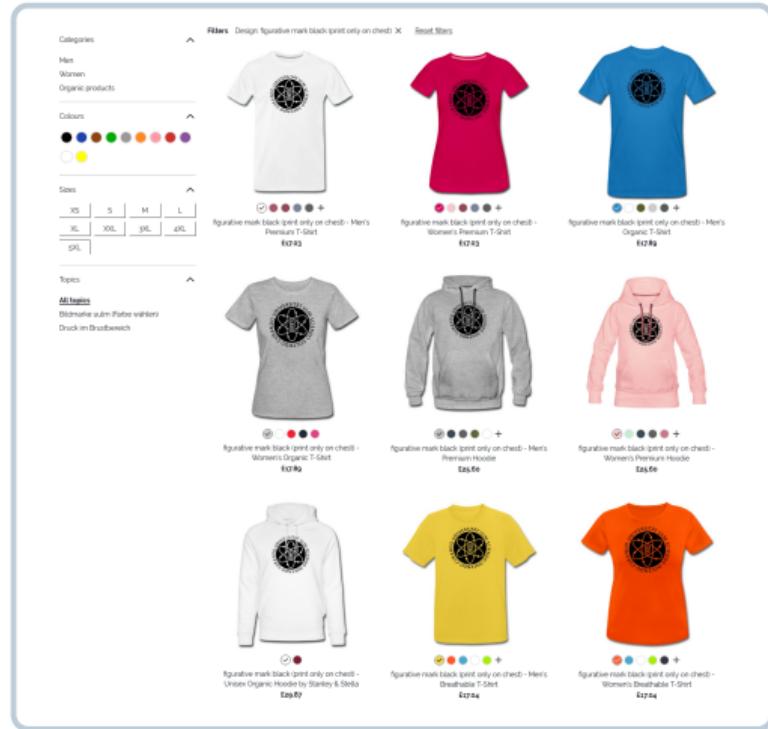
Literature



[Sommerville]

- Ian Sommerville.
Software Engineering, 10.
Edition, Pearson, 2018.
 - ▶ German, English,
and earlier versions
 - ▶ Videos by Ian
Sommerville and
others available
online
- More literature
announced in each lecture

Bug Bounty Program



Bug Bounty Program

- Lecture created from scratch in 2020/2021
- Expect inconsistencies and errors
- Please report problems in Moodle:
<https://moodle.uni-ulm.de/mod/moodleoverflow/view.php?id=420071>
- Bug Bounty: significant contributions honored
- Most active students in Moodle also honored

Questions?

How to Find Answers

1. Check information in Moodle:
<https://moodle.uni-ulm.de/course/view.php?id=26062>
2. Check already answered questions in Moodle overflow
3. Ask your own questions and answer questions of fellow students
4. Meet me in my consultation hour:
Wednesday 1–2pm in Zoom <https://uni-ulm.zoom.us/my/thomas.thuem>
5. Contact me via thomas.thuem@uni-ulm.de

Foren



Organisatorische Fragen



Interaktive Aufgaben und inhaltliche Fragen



Feedback und Bug Bounty





Software Engineering

1. Introduction | Thomas Thüm | October 20, 2021

Lecture Overview

1. What is Software?
2. How Relevant is Software?
3. What is Software Engineering Good For?

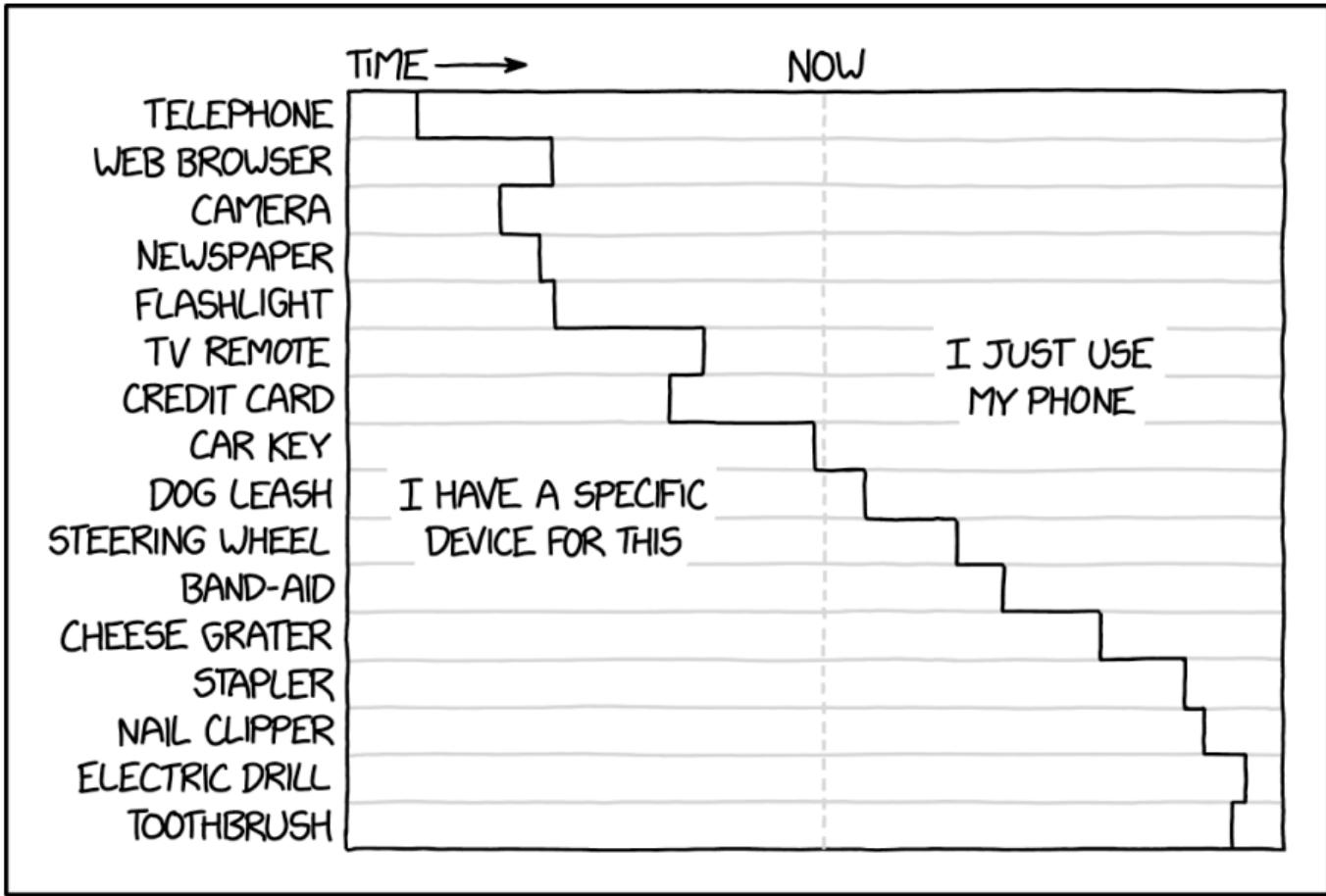
Lecture Contents

1. What is Software?

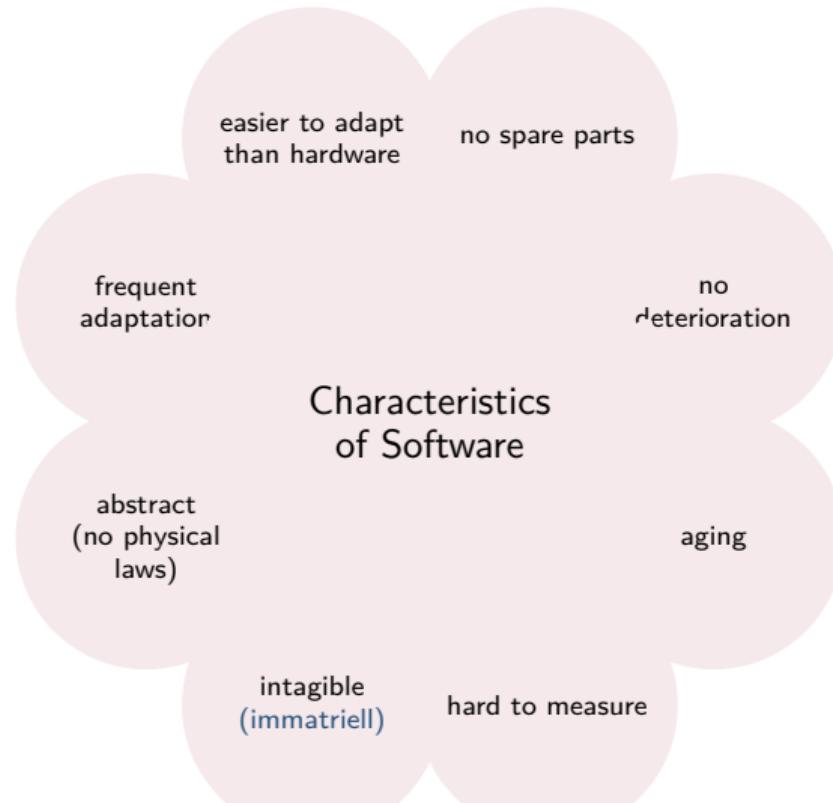
- Characteristics of Software
- Software
- Software Products
- Application and System Software
- Application Software
- Properties of Software
- Lessons Learned

2. How Relevant is Software?

3. What is Software Engineering Good For?



Characteristics of Software



Software

Software

[adapted from **Sommerville**]

Software stands for one or several computer programs and all associated documentation, libraries, support websites, and configuration data that are needed to make these programs useful.

Explanation

The term program is used in a broader sense here. Software may also include source code, software models, or binaries.

Software Products

Software Product and Professional Software

A **software product** is a software that can be sold to a customer. **Professional software** is software intended for use by someone apart from its developer and it is usually developed by teams rather than individuals.

[adapted from [Sommerville](#)]



Application and System Software

Application Software or Application

Software that is designed for end users and applied for certain purposes.
(Anwendungssoftware oder Anwendung)

Examples

web browsers, media players, email or chat clients, text or photo editors, games

System Software

Software that is not application software and typically being designed to provide a platform for other software.

Examples

operating systems, game engines, GUI frameworks

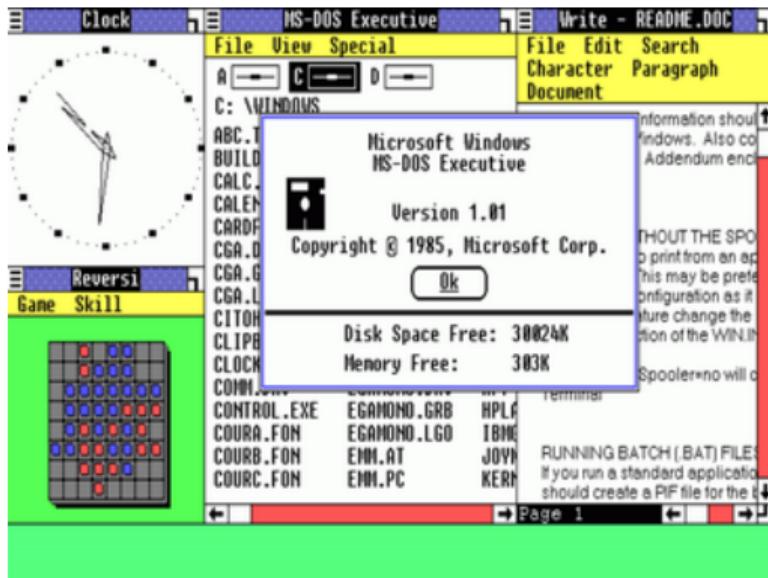
Classification Not Always Unique

e.g., web browsers and chat clients take over more and more features of operating systems

Application Software

Desktop Application or Desktop App

Windows 1.0 released in 1985



Web Application or Web App

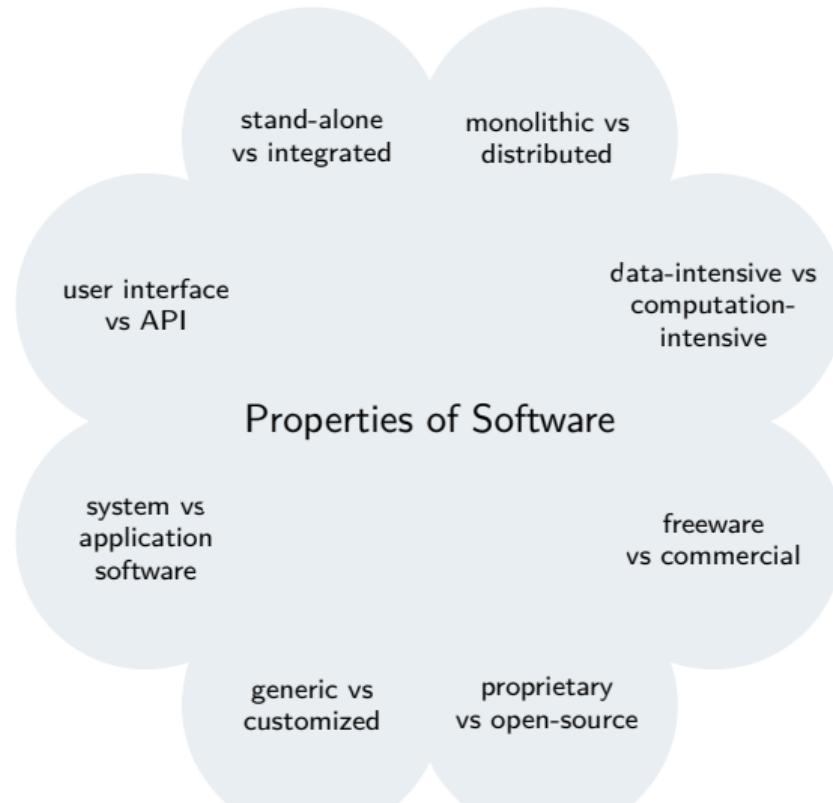
Ebay was born in 1995



Mobile Application or Mobile App or App

First iPhone released in 2007

Properties of Software



What is Software?

Lessons Learned

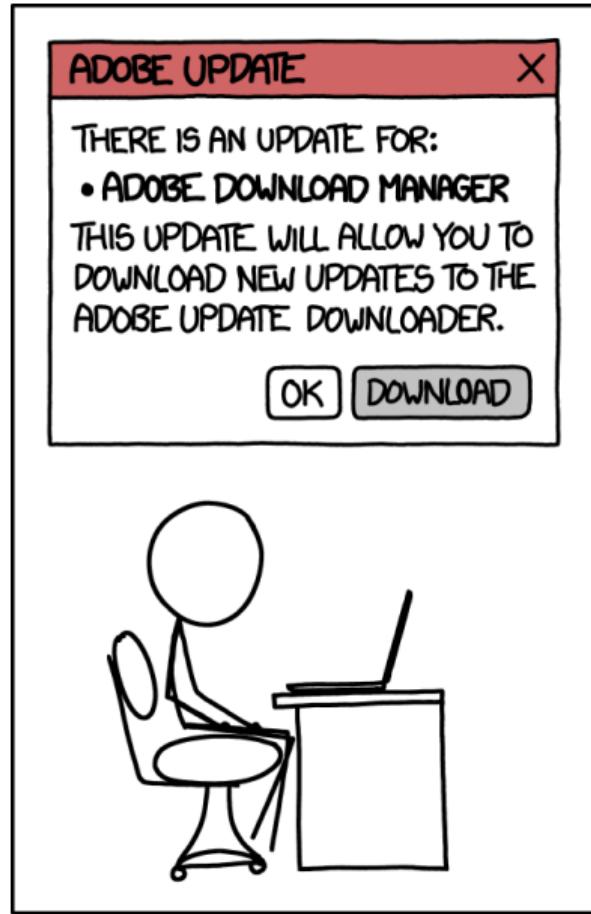
- What is software?
- What is the difference between program, software product, professional software, desktop/web/mobile app?
- Next: How does software influence our life?

Practice

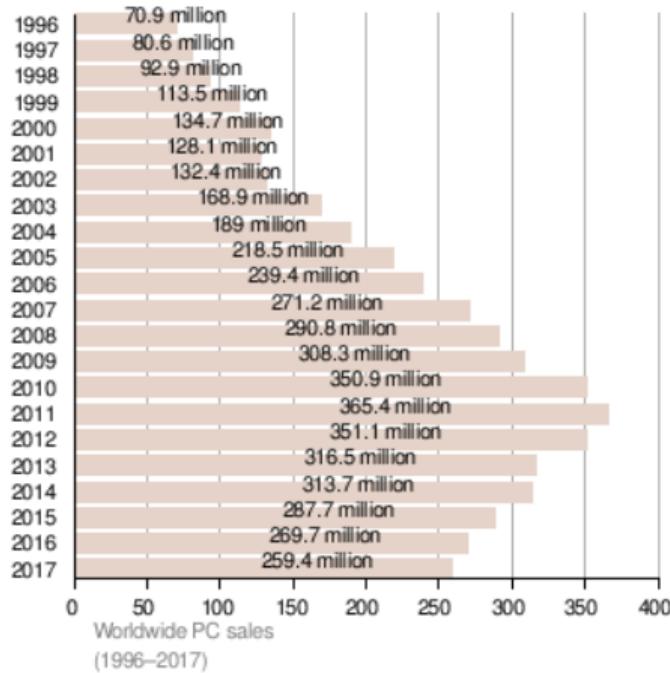
- See Moodle:
<https://moodle.uni-ulm.de/mod/moodleoverflow/discussion.php?d=3667>
- Questionnaire: What is your experience with software?
- Read about **Korean Air Flight 801** and **Ariane 5 Flight 501** in Wong et al.'s article on “Recent Catastrophic Accidents: Investigating How Software Was Responsible”

Lecture Contents

1. What is Software?
2. How Relevant is Software?
 - World-Wide PC Sales
 - World-Wide Mobile Phone Subscriptions
 - Downloads of Android Apps
 - Relevance of Software for Me
 - Lessons Learned
3. What is Software Engineering Good For?

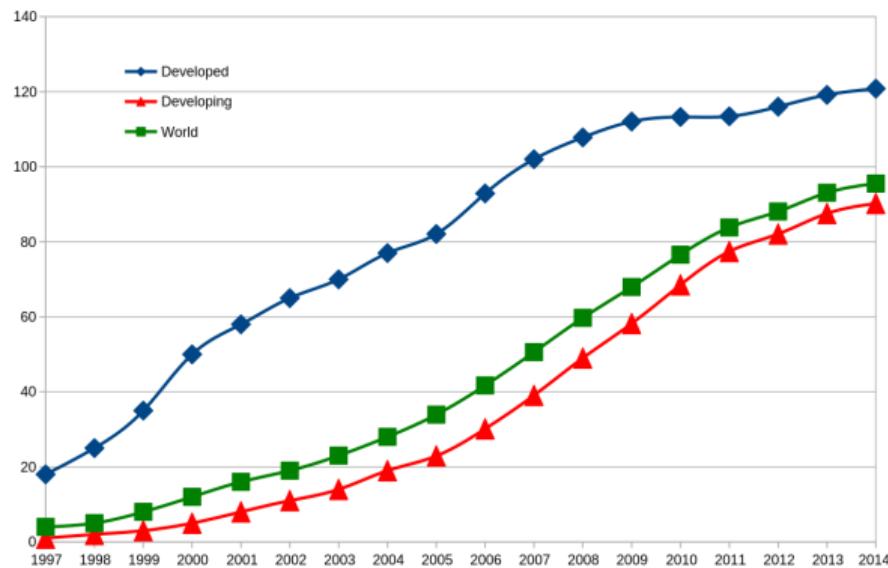


World-Wide PC Sales

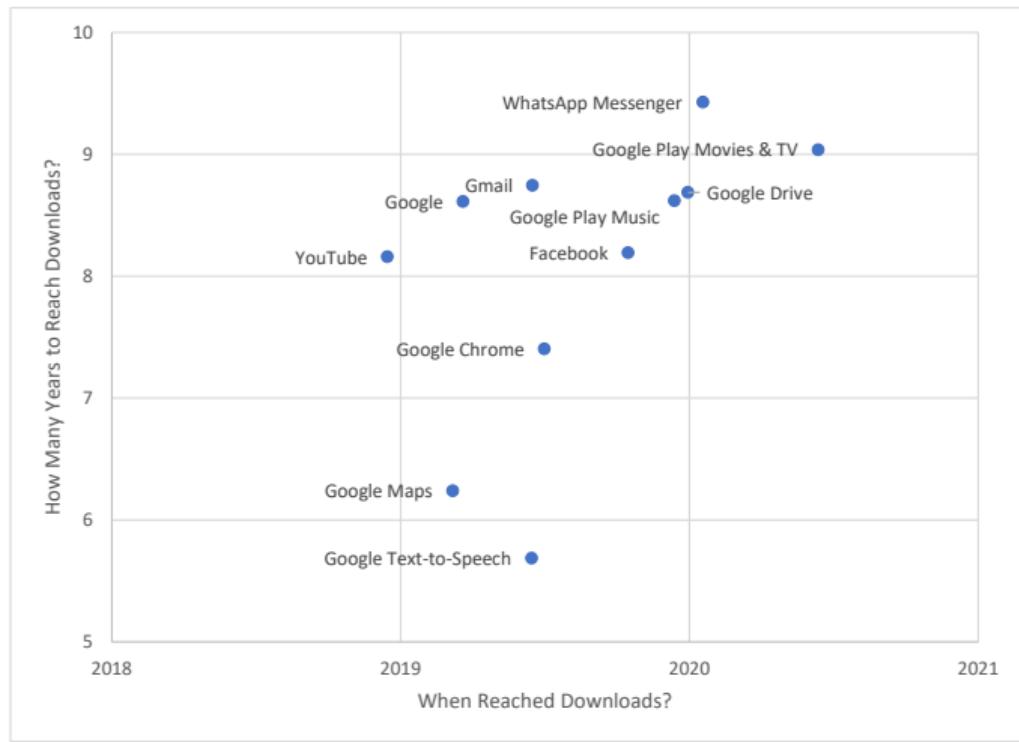


World-Wide Mobile Phone Subscriptions

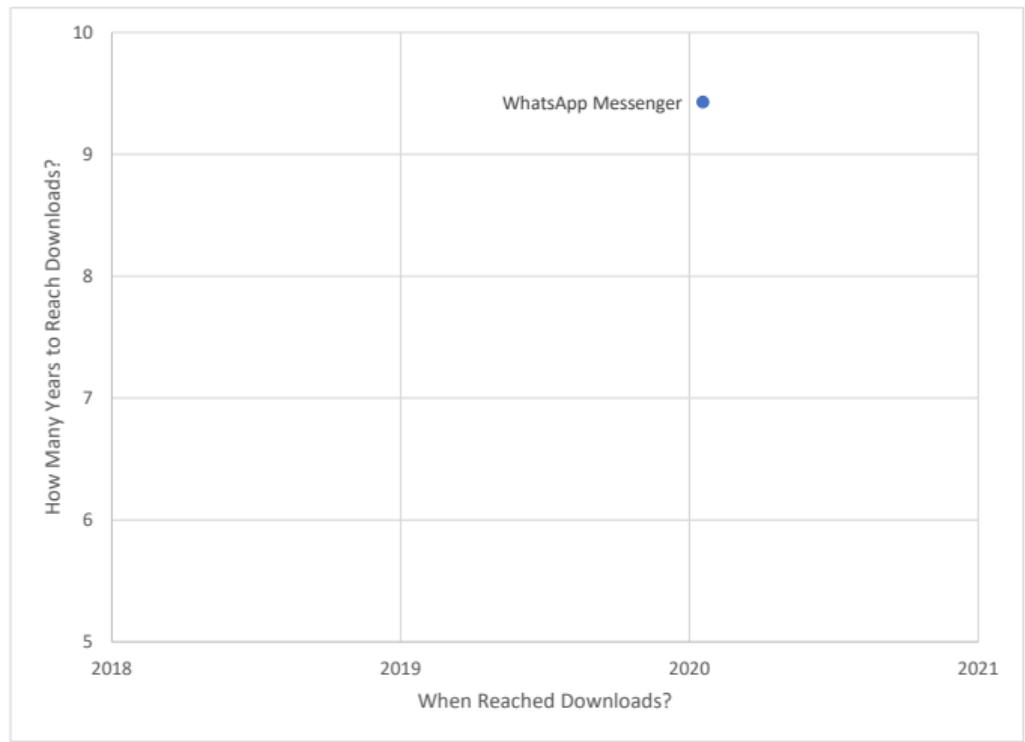
Mobile phone subscribers per 100 inhabitants 1997-2014



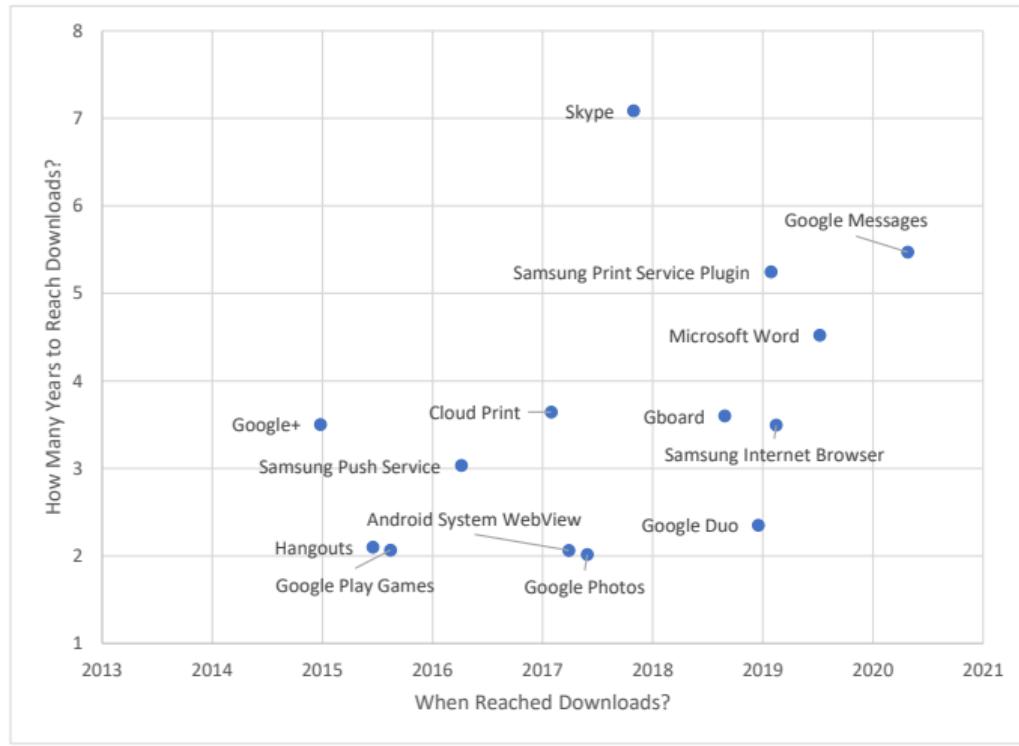
5 Billion Downloads of Android Apps



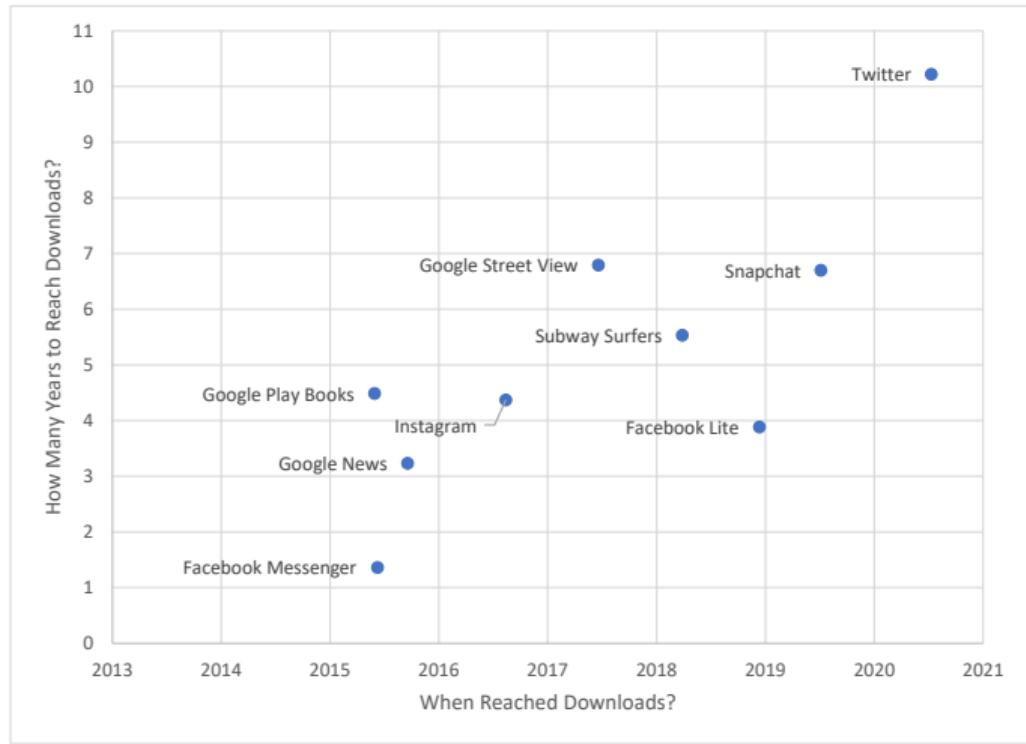
5 Billion Downloads of Android Apps



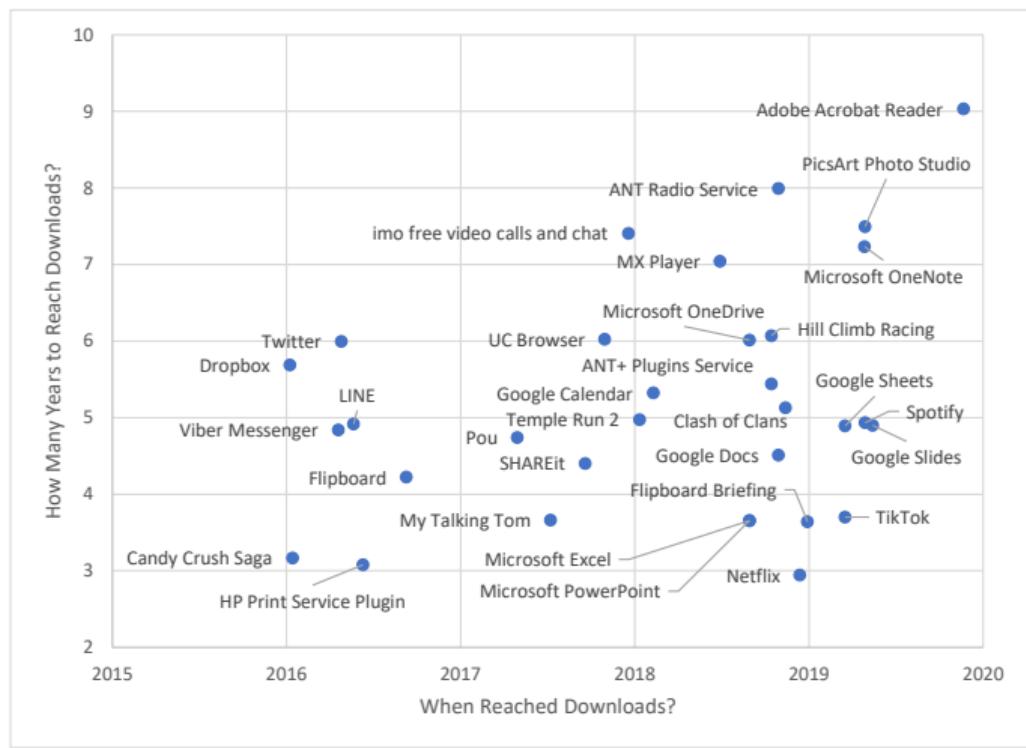
1 Billion Downloads of Android Apps



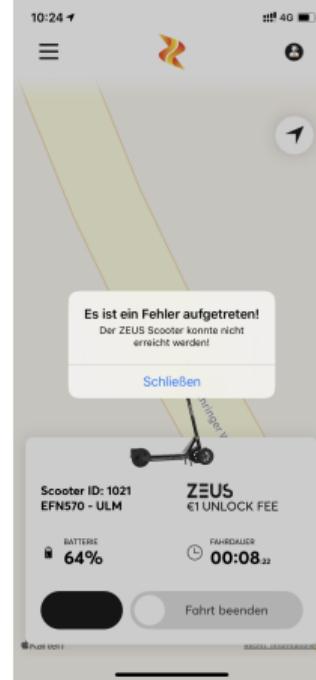
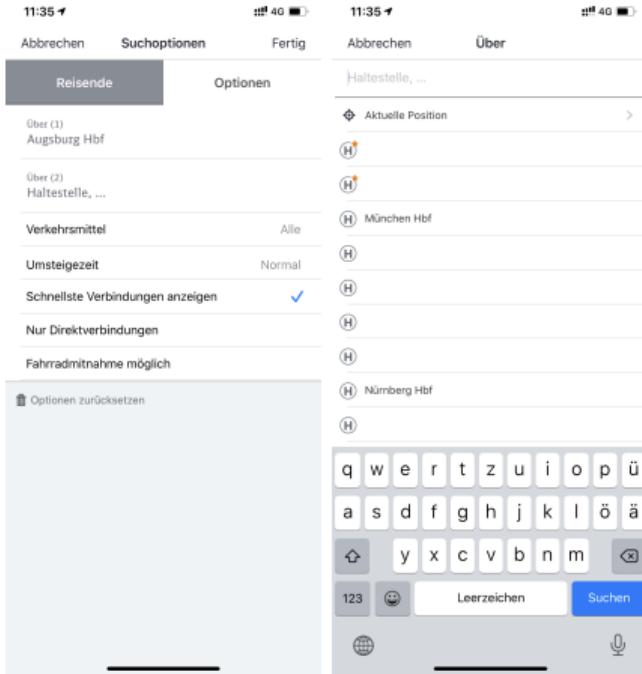
1 Billion Downloads of Android Apps



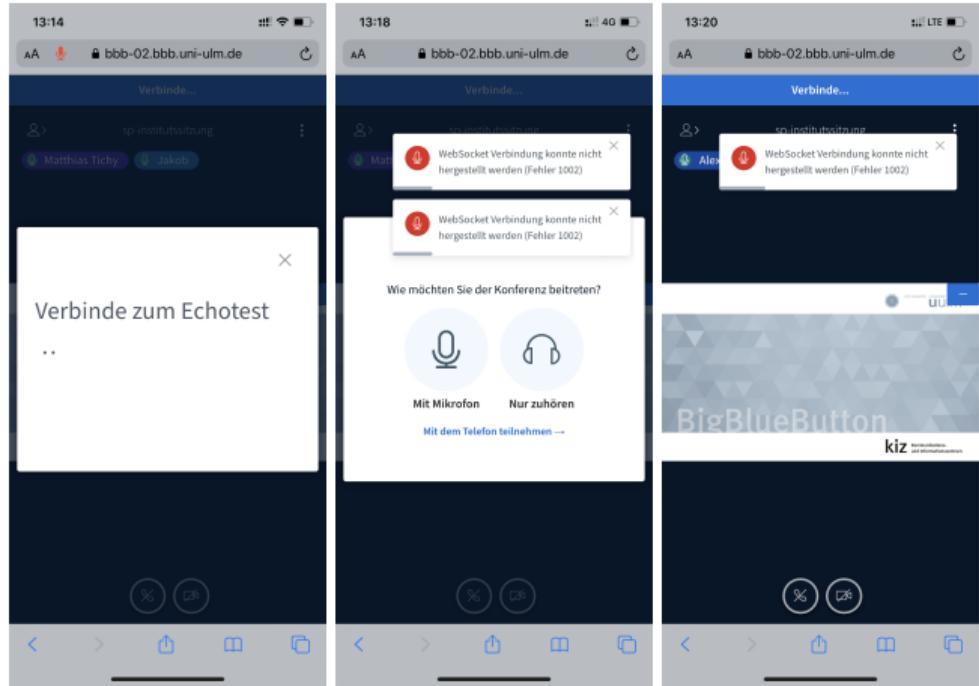
500 Million Downloads of Android Apps



Relevance of Software for Me



Relevance of Software for Me



Relevance of Software for Me

BigBlueButton.

ulm university

kiz Kommunikations- und Informationszentrum

Slide 1

Relevance of Software for Me

Zoom Webinar You are viewing Jackson Prado Lima's screen View Options ▾

The screenshot shows a Zoom webinar interface. At the top, a video feed of Jackson Prado Lima is displayed, with the status "You are viewing Jackson Prado Lima's screen". Below the video, there is a slide titled "COLEMAN interacting with the CI Pipeline". The slide contains a diagram illustrating the interaction between Developers, a Source Control Server, and a CI Pipeline (represented by a box labeled "BUILD", "Test Set T available", "MAIL", and "Rewards"). A red arrow points from the "MAIL" section of the CI Pipeline box to a "COLEMAN" component. Below the diagram, there are three buttons: "check-in", "fetch changes", and "result". At the bottom of the slide, there are icons for Chat (with 3 notifications), Raise Hand, and Q&A. To the right of the slide, a separate "Zoom Cloud Meetings" window is open, showing a "Connecting..." message and a form to "Enter your email and name". The form fields are pre-filled with "Your email: Thomas Thüm" and "Remember my name for future meetings" is checked. There are "Join Webinar" and "Cancel" buttons at the bottom of the meeting window.

COLEMAN interacting with the CI Pipeline

Developers

Source Control Server

result

check-in

fetch changes

COLEMAN

BUILD

Test Set T available

MAIL

Rewards

Your email

Thomas Thüm

Remember my name for future meetings

Join Webinar Cancel

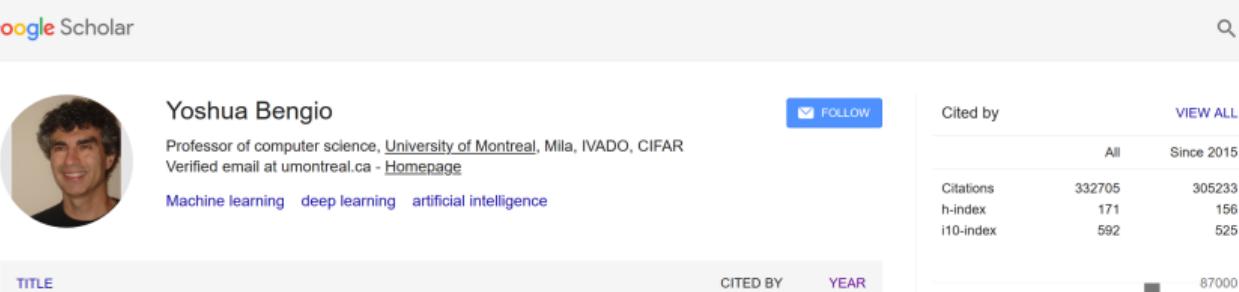
Audio Settings ▾

Chat 3 Raise Hand Q&A

Privacy & Legal Policies

Relevance of Software for Me

Google Scholar



Yoshua Bengio
Professor of computer science, University of Montreal, Mila, IVADO, CIFAR
Verified email at umontreal.ca - Homepage
Machine learning deep learning artificial intelligence

TITLE CITED BY YEAR

TITLE	CITED BY	YEAR
Deep learning Y LeCun, Y Bengio, G Hinton nature 521 (7553), 436-444	31	2015
Gradient-based learning applied to document recognition Y LeCun, L Bottou, Y Bengio, P Haffner Proceedings of the IEEE 86 (11), 2278-2324	30	2015
Generative adversarial nets I Goodfellow, J Pouget-Abadie, M Mirza, B Xu, D Warde-Farley, S Ozair, ... Advances in neural information processing systems, 2672-2680	25	2015
Deep learning I Goodfellow, Y Bengio, A Courville, Y Bengio MIT press 1, 2	20	2015
Neural machine translation by jointly learning to align and translate D Bahdanau, K Cho, Y Bengio arXiv preprint arXiv:1409.0473	14	2015

Cited by
VIEW ALL

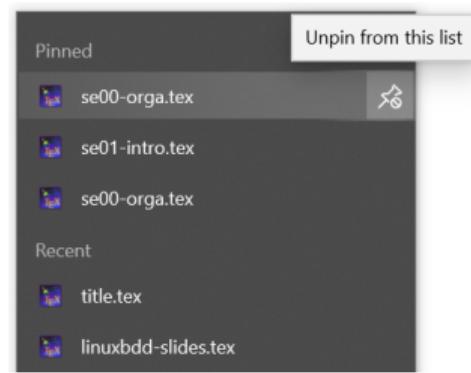
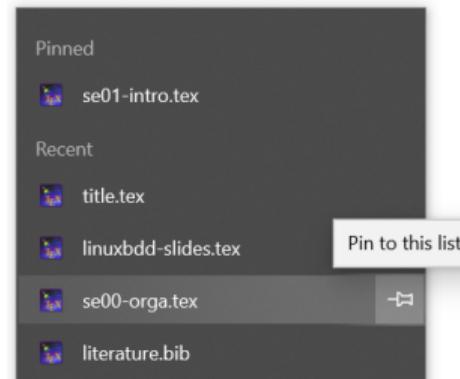
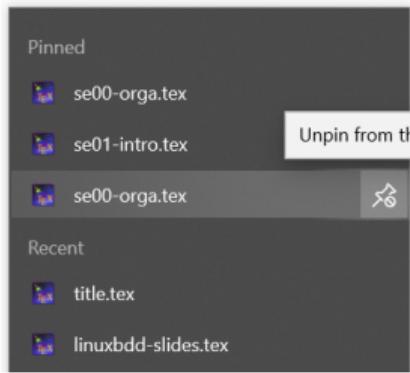
All	Since 2015
Citations 332705	305233
h-index 171	156
i10-index 592	525

87000



31
Google
500. That's an error.
The server encountered an error and could not complete your request.
If the problem persists, please report your problem and mention this error message and the query that caused it.
That's all we know.

Relevance of Software for Me



Relevance of Software for Me

The screenshot shows a dual-monitor setup of Adobe Acrobat Pro 2020. Both monitors display the same PDF document, which has a green background and the title "Many Queries on BDDs are fast." at the top. The document contains a diagram of a Binary Decision Diagram (BDD) labeled "BDDs" and a reference to a paper by Bryant (1986). The interface includes standard Acrobat tools like zoom, search, and edit, along with additional tools for creating and editing PDFs. A sidebar on the right provides various options for interacting with the document.

linuxbdd-slides.pdf - Adobe Acrobat Pro 2020

File Edit View Window Help

Home Tools linuxbdd-slides.pdf

Bookmarks

- Product Lines are Powered by SAT
- Used Solvers (for Interaction Testing)
- Time-Leap Challenge for SAT-Solving
- What is Our Holy Grail?
- A BDD for Linux.
- Why Binary Decision Diagrams?
- Many Queries on BDDs are fast.
- Use of BDDs for Product Lines
- Why Linux?
- Large Product-Lines Beyond Linux
- Knowledge Compilation Beyond BDDs
- What is the Goal of this Challenge?
- What is the Scope of this Challenge?
- Knowledge Compilation Challenge for Variability

Many Queries on BDDs are fast.

$x_1 \cdot x_2 + x_3 \cdot x_4 + x_5 \cdot x_6$

$x_1 \cdot x_4 + x_2 \cdot x_5 + x_3 \cdot x_6$

BDDs

Bryant 1986

Search tools

Create PDF

Edit PDF

Search tools

Create PDF

Edit PDF

Comment

Organize Pages

Scan & OCR

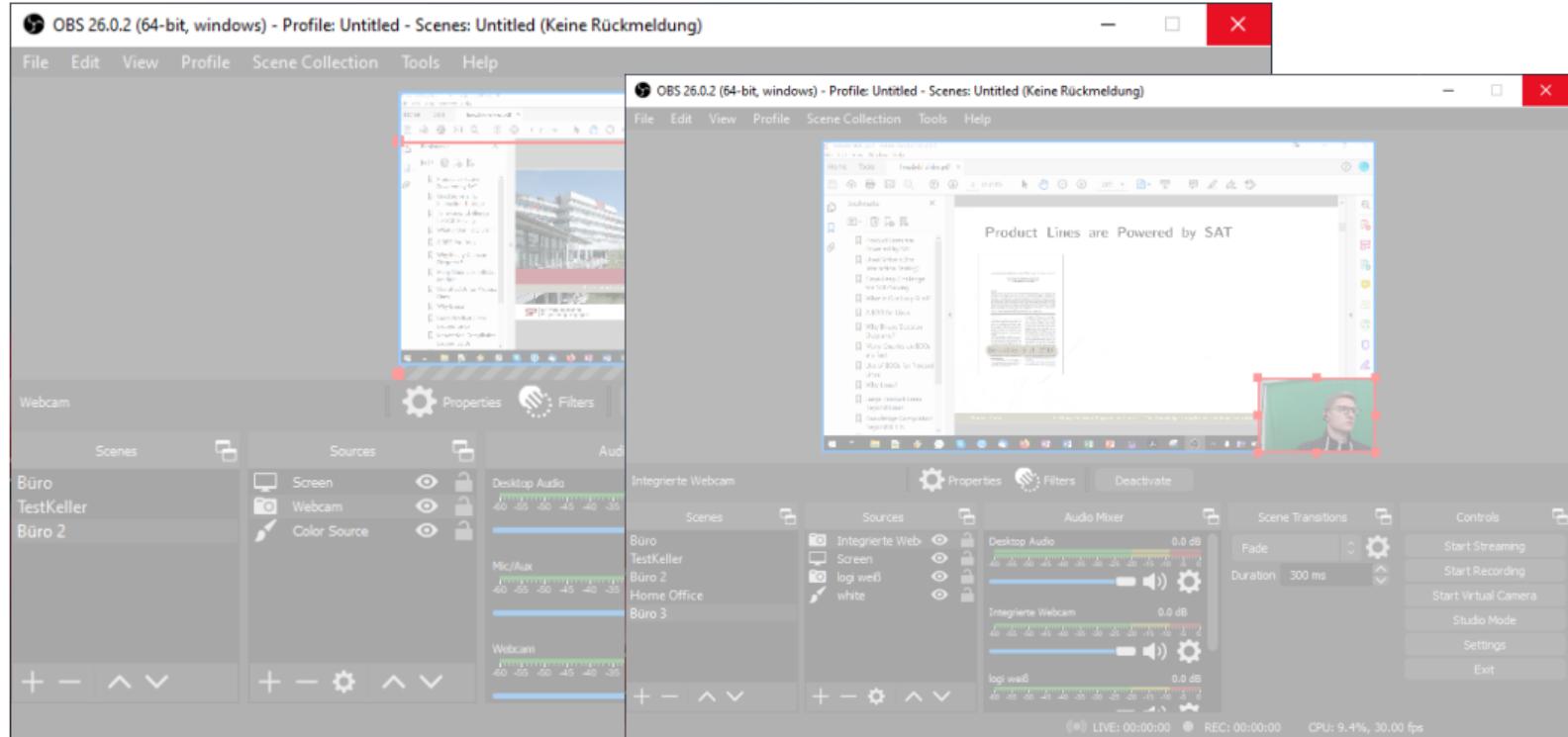
Protect

Fill & Sign

Prepare Form

More Tools

Relevance of Software for Me



How Relevant is Software?

Lessons Learned

- What is the impact of software?
- How relevant is software for us?
- Next: What has software to do with engineering?

Practice

- See Moodle:
<https://moodle.uni-ulm.de/mod/moodleoverflow/discussion.php?d=3668>
- What were reasons and consequences of the Facebook outage on October 4th, 2021?

Lecture Contents

1. What is Software?
2. How Relevant is Software?
3. What is Software Engineering Good For?

Software Engineering

Software Engineering vs Programming

Software Engineering vs Computer Science

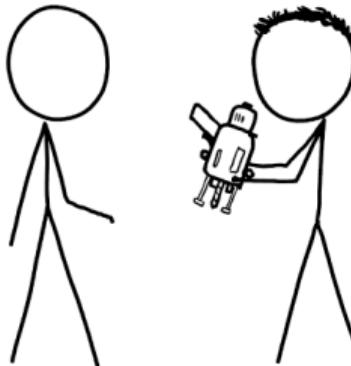
Software and System Engineering

(Software) Engineering

Lessons Learned

WE NEED TO MAKE 500 HOLES IN THAT WALL,
SO I'VE BUILT THIS AUTOMATIC DRILL. IT USES
ELEGANT PRECISION GEARS TO CONTINUALLY
ADJUST ITS TORQUE AND SPEED AS NEEDED.

GREAT, IT'S THE PERFECT WEIGHT!
WE'LL LOAD 500 OF THEM INTO
THE CANNON WE MADE AND
SHOOT THEM AT THE WALL.



HOW SOFTWARE DEVELOPMENT WORKS

Software Engineering

Software Engineering

[Sommerville]

“Software engineering is an engineering discipline that is concerned with all aspects of software production from initial conception to operation and maintenance. [...] Software engineering is not just concerned with the technical processes of software development. It also includes activities such as software project management and the development of tools, methods, and theories to support software development.”

Software Engineering vs Programming



Software Engineering vs Computer Science

SE vs CS

[Sommerville]

“Computer science focuses on theory and fundamentals; software engineering is concerned with the practicalities of developing and delivering useful software. [...] Computer science theory, however, is often most applicable to relatively small programs. Elegant theories of computer science are rarely relevant to large, complex problems that require a software solution.”

Software and System Engineering

System Engineering

[Sommerville]

“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.”



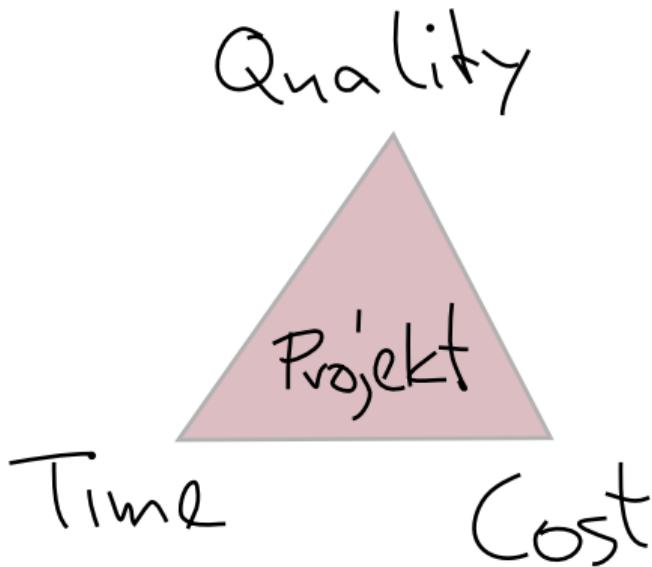
(Software) Engineering

Engineering

[Sommerville]

"Engineering is about getting results of the required **quality** within **schedule** and **budget**. [...] Engineers make things work. They apply theories, methods, and tools where these are appropriate. However, they use them selectively and always try to discover solutions to problems even when there are no applicable theories and methods. Engineers also recognize that they must work within organizational and financial constraints, and they must look for solutions within these constraints."

Spannungsdruck



What is Software Engineering Good For?

Lessons Learned

- What is software engineering?
- Which trade-off is crucial to software engineering?
- Further Reading: **Sommerville**, Chapter 1.1, p. 19–28
- Next: How to develop the right thing?

Practice

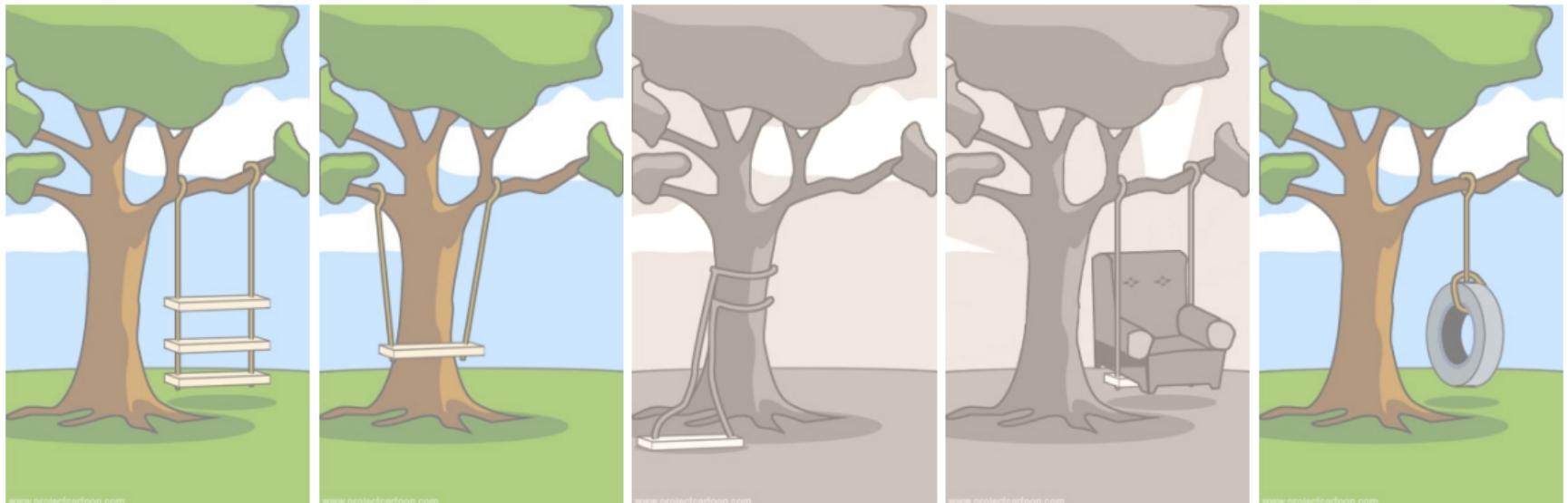
- See Moodle:
<https://moodle.uni-ulm.de/mod/moodleoverflow/discussion.php?d=3669>
- What is your connection to software engineering in 10 years?
- Read about ethics in software engineering: **Sommerville**, Chapter 1.2, p. 28–31



Software Engineering

2. Requirements | Thomas Thüm | October 27, 2021

Software Engineering Projects



how the customer
explained it

how the project leader
understood it

how the programmer
implemented it

how the business
consultant described it

what the customer
really needed

Lecture Overview

1. What are Requirements?
2. How to Elicit Good Requirements?
3. How to Document Requirements?

Lecture Contents

1. What are Requirements?

User Requirements

System Requirements

Functional Requirements

Non-Functional Requirements

Structure of a Requirements Document

Lessons Learned

2. How to Elicit Good Requirements?

3. How to Document Requirements?

User Requirements (Benutzeranforderungen)

User Requirement

[Sommerville]

"User requirements are statements, in a natural language plus diagrams, of what services the system is expected to provide to system users and the constraints under which it must operate. The user requirements may vary from broad statements of the system features required to detailed, precise descriptions of the system functionality."

User Requirements Document (Lastenheft)

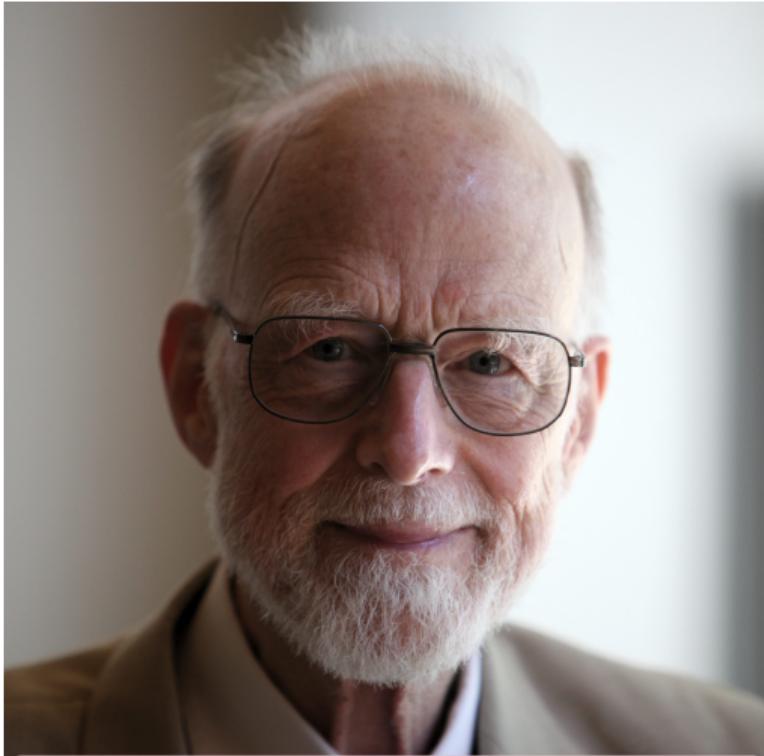
System description from user's point of view.
What? For what? (Was? Wofür?)

Example

The Corona app should track contacts by means of random IDs and should store them locally for two weeks.

Example

If a user has a positive test result, he or she can inform tracked contacts about their increased risk by means of a QR code.



Tony Hoare (1969):

“The most important property of a program is whether it accomplishes the intention of its user.”

System Requirements (Systemanforderungen)

System Requirement

[adapted from [Sommerville](#)]

System requirements are more detailed descriptions of the software system's functions, services, and operational constraints. The system requirements document (aka. functional specification) should define exactly what is to be implemented. It may be part of the contract between the system buyer and the software developers.

System Requirements Document (Pflichtenheft)

System description from technical point of view.
How? Whereby? ([Wie?](#) [Womit?](#))

Example

If two devices are within a distance of 2m for at least 15 minutes they exchange their IDs via Bluetooth.

Example

After IDs have been exchanged, they are stored for two weeks.

Example

A new ID is generated every 24 hours and old IDs are stored for two weeks.

Functional Requirements

Functional Requirement

[Sommerville]

“Functional requirements are statements of services the system should provide, how the system should react to particular inputs, and how the system should behave in particular situations. In some cases, the functional requirements may also explicitly state what the system should not do.”

Non-Functional Requirements

Non-Functional Requirement

[Sommerville]

"Non-functional requirements are constraints on the services or functions offered by the system. They include timing constraints, constraints on the development process, and constraints imposed by standards. Non-functional requirements often apply to the system as a whole rather than individual system features or services."

Note

often more critical than functional requirements

Example

The app consumes less than 10MB of RAM.

Example

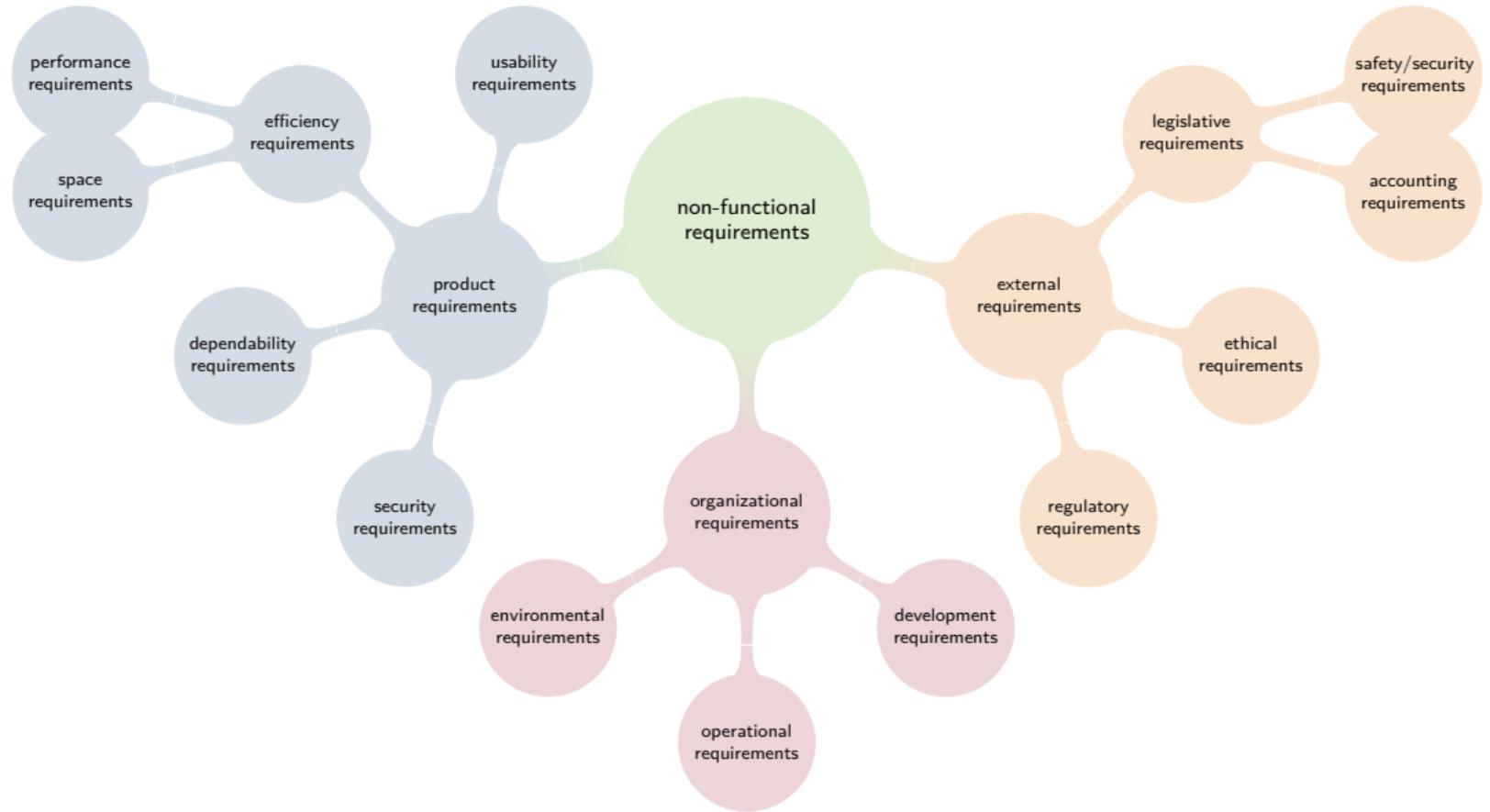
The app has no access to private data of the user.

Example

The app conforms to the GDPR. ([DSGVO](#))

Example

The source code of the app is open source.



Structure of a Requirements Document

Typical Structure

[Sommerville]

Preface expected readers, version history

Introduction motivation/needs, collaboration with other system, strategic objectives

Glossary technical terms

User Requirements Definition functional and non-functional user requirements

System Architecture distribution of functions across system modules, potential reuse

System Requirements Specification detailed requirements, interfaces to other systems

System Models graphical models illustrating the system with its environment

System Evolution anticipated changes due to hardware evolution or changing needs

Appendices hardware and database requirements, minimal/optimal system configuration

Index index of diagrams/functions/terms/...

What are Requirements?

Lessons Learned

- What kind of requirements exist and why?
- User and System Requirements Document ([Lasten- und Pflichtenheft](#))
- Further Reading: [Sommerville](#), Chapter 2.2.1 (p. 54f), Chapter 4.1 (p. 101–111), Chapter 4.4.4 (p. 126–128)

Practice

- See [Moodle](#)
- Give examples for functional, product, organizational, and external requirements
- Classify requirements of colleagues

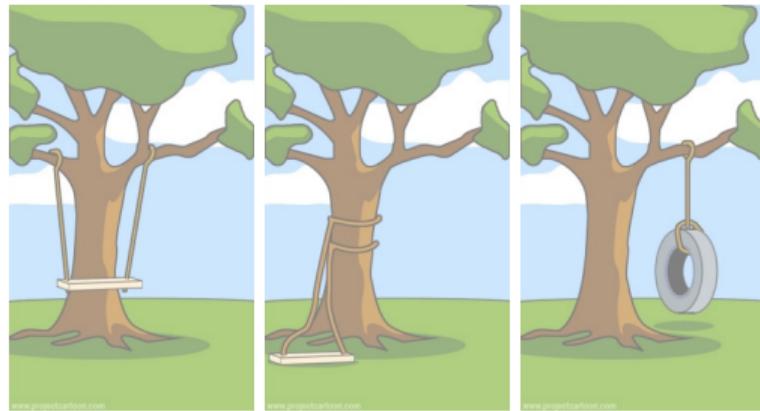
Lecture Contents

1. What are Requirements?
2. How to Elicit Good Requirements?
 - Imprecise Requirements
 - Complete and Consistent Requirements
 - Requirements Engineering Process
 - Why is Requirements Elicitation so Hard?
 - Example Dialog by Ludewig and Licher
 - Requirements Elicitation Techniques
 - Requirements Validation
 - Lessons Learned
3. How to Document Requirements?

Imprecise Requirements

Sommerville:

"Imprecision in the requirements specification can lead to disputes between customers and software developers. It is natural for a system developer to interpret an ambiguous requirement in a way that simplifies its implementation. Often, however, this is not what the customer wants. New requirements have to be established and changes made to the system. Of course, this delays system delivery and increases costs."



how the project
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how the
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Complete and Consistent Requirements

Completeness and Consistency

[Sommerville]

“Ideally, the functional requirements specification of a system should be both complete and consistent. **Completeness** means that all services and information required by the user should be defined. **Consistency** means that requirements should not be contradictory.”

Further Desired Properties

clear, easy to understand, unambiguous, correct, verifiable, prioritized, changeable, traceable

Often not Feasible in Practice

mistakes, omission, implicit knowledge, many stakeholders (**Akteure**) with different backgrounds / expectations / inconsistent needs



Fred Brooks (1987):

“Much of the essence of building a program is in fact the debugging of the specification.”

Requirements Engineering Process

Requirements Elicitation and Analysis

Requirements elicitation and analysis is the process of deriving the system requirements through observation of existing systems, discussions with potential users, or development of prototypes. (Anforderungsermittlung und -analyse)

[adapted from Sommerville]

Requirements Specification

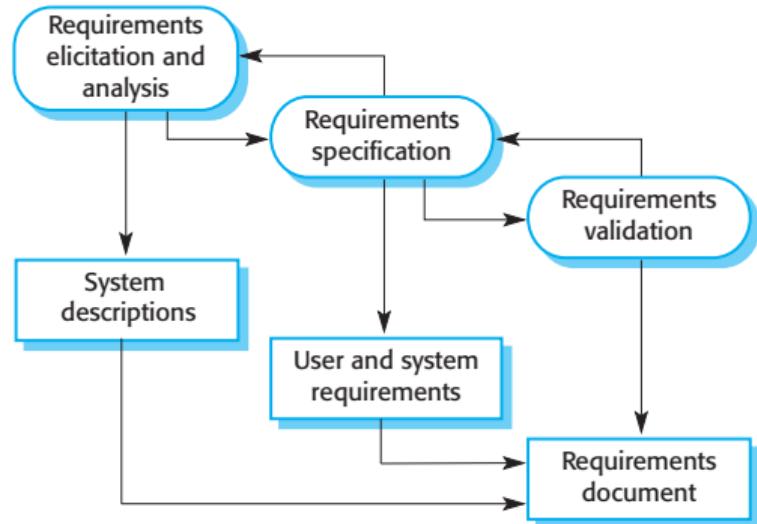
[Sommerville]

“Requirements specification is the process of writing down the user and system requirements in a requirements document (aka. requirements specification).” (Anforderungsspezifikation)

Requirements Validation

[Sommerville]

“Requirements validation is an activity that checks the requirements for realism, consistency, and completeness.” (Anforderungsvalidierung)



Why is Requirements Elicitation so Hard?

- Stakeholders have difficulties to articulate what they want
- Stakeholders don't know what is (not) feasible
- Implicit knowledge and jargon in the customer's domain
- Dynamic business environment (e.g., new stakeholders)

Example Dialog by Ludewig and Licher

- At the morning you unlock the door at the main entrance?
- Yes, as I said.
- Every morning?
- Of course.
- Even at the weekend?
- No, at weekend the entrance remains closed.
- And during the plant shutdown?
- Clearly, it is then closed as well.
- And if you are sick or in holidays?
- Mr. X opens the door in this case.
- And if Mr. X is off?
- Then, a client knocks at the window to tell that the door is closed.
- What does “morning” mean?
- ...

Source: Ludewig and Licher

Requirements Elicitation Techniques

- Open interviews: talk to users what they do
- Closed interviews: stakeholders answer predefined questions
- Ethnography: observation of stakeholder's work
- Prototyping
- Feedback loops

Sommerville:

"You need to spend time understanding how people work, what they produce, how they use other systems, and how they may need to change to accommodate a new system."

In Practice

Combinations of numerous techniques used

Requirements Validation

Motivation: the later problems with requirements are detected, the more costly it will be

Validity checks do requirements (still) reflect real needs?

Consistency checks are there contradictory/redundant requirements?

Completeness checks are all functions and constraints documented?

Realism checks is it feasible within budget and schedule?

Verifiability can we test the requirements?

Checked by reviews, prototyping, and test-case creation

How to Elicit Good Requirements?

Lessons Learned

- What are desired and undesired properties for requirements?
- What is the requirements engineering process?
- What are techniques for requirements elicitation and why is it hard?
- Further Reading: [Sommerville](#), Chapter 4.2–4.3 (p. 111–119), Chapter 4.5 (p. 129f)

Practice

- See [Moodle](#)
- Give example for a bad requirement
- Improve a requirement of a colleague

Lecture Contents

1. What are Requirements?
2. How to Elicit Good Requirements?
3. How to Document Requirements?
 - Natural Language Specification
 - Structured Specifications
 - CoronaWarnApp User Stories
 - Use Case Diagrams
 - Include and Extend Relationships
 - Lessons Learned

Natural Language Specification

- Used since 1950s
- Pros: expressive, intuitive, universal
- Cons: vague, ambiguous, interpretation depends on reader's background

Style Guidelines

- one or two short sentences of natural language
- one message per sentence
- use active voice (e.g., “the system . . . ”)
- consistent use of language (i.e., avoid synonyms)
- use shall for mandatory and should for desirable requirements
- use text highlighting
- avoid jargon, abbreviations, acronyms
- provide a rationale

Structured Specifications

- Use of templates rather than free-form text
- Distinguishes between function, description, input (origin), output (destination), pre- and postconditions, side effects, rationale, dependencies to other requirements, ... or any subset thereof
- Pros: same as before
- Cons: similar as before, but less variability

Example

Function Exchange of IDs

Description Two devices send their IDs to each other.

Precondition Devices have been within a distance of 2m for at least 15 minutes.

Postcondition IDs are stored in the local database.

Rationale Contact tracing requires to temporarily identify the device of contacts.

CoronaWarnApp User Stories

Show the number of stored keys in the local database #65

 Closed asdil12 opened this issue on May 31 · 1 comment



asdil12 commented on May 31

...

Feature description

The app receives keys from other smartphones via bluetooth and stores the keys for the last 14 days (IIRC) in the local database. Even though the app doesn't know if multiple keys in the local db correspond to one single person in real life, it would be nice to have this number as it could be used as a rough indicator if the app is working at all and give some transparency how well it is performing.

Also it could be helpful by providing some feedback to the user how well he is keeping distance to other people eg. by looking at the counter before and after going to the supermarket.

The counter could be put into a debug submenu to prevent confusing users with less technical knowledge.

Problem and motivation

As a technically interested person I would like to gain some insights und transparency how the app is performing.

Is this something you're interested in working on

No

CoronaWarnApp User Stories

Enhance Logging With Timber #24

 Closed Magoli1 opened this issue on May 30 · 1 comment



Magoli1 commented on May 30



...

Current Implementation

Currently the app uses the native android logging framework. To do that, every class holds a reference to a dedicated logging tag, which is given the logger, in case it is used. Example:

cwa-app-android/Corona-Warn-App/src/main/java/de/rki/coronawarnapp/receiver/ExposureStateUpdateReceiver.kt
Line 38 in 43412bd

```
38     private val TAG: String? = ExposureStateUpdateReceiver::class.simpleName
```

Suggested Enhancement

There is a lightweight library called [Timber](#), which automatically sets the logging tags to the calling class. We suggest to change the implementation for all logging calls towards Timber.

Expected Benefits

Timber optimizes the developer experience in several cases, e.g. it automatically makes sure that the tag is at most 23 characters long (more details [here](#)). We could also get rid of the tag in every class that is currently hardcoded.

CoronaWarnApp User Stories

Do not log in production #235

 Closed IndianaDschnones opened this issue on Jun 7 · 4 comments



IndianaDschnones commented on Jun 7

Contributor  ...

Current Implementation

The `release` build contains `Log`-statements of all levels.

Suggested Enhancement

A production build should not contain any `Log`-statements, see for example the [Android Prepare for release guide](#).

`Log` statements can be removed using ProGuard rules.

Expected Benefits

- Compliance to Android's suggestions for `release` builds
- Security: logs can contain sensitive data which should never be logged
- Behaves like the iOS application will do, see [corona-warn-app/cwa-app-ios#22](#)

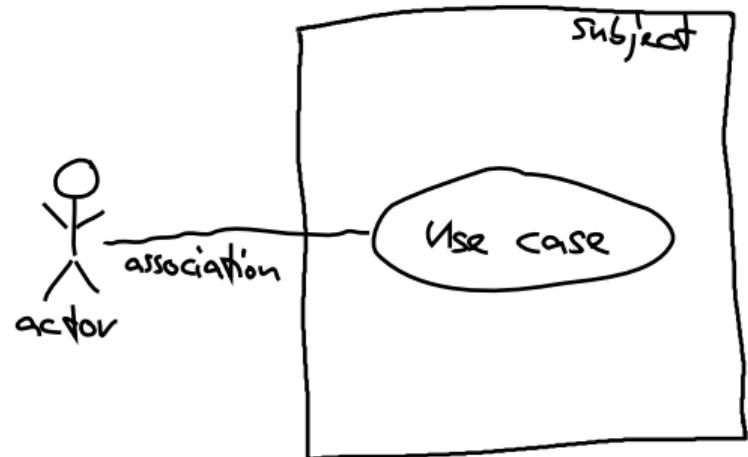
Use Case Diagrams (since 1993)

Use Case Diagram (Anwendungsfalldiagramm)

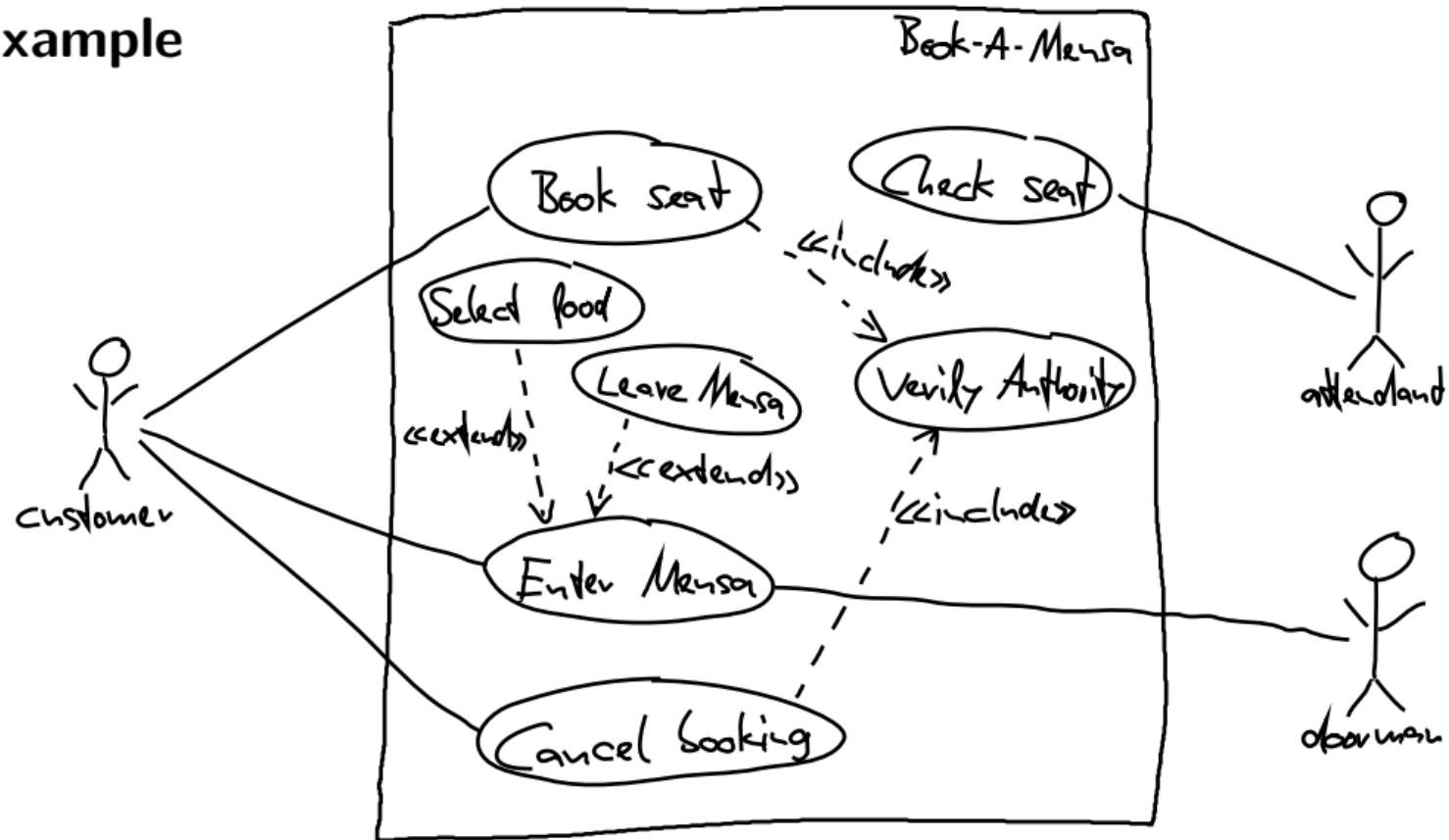
Use case diagrams are a means to capture the requirements of systems, i.e., what systems are supposed to do. The key concepts specified in this diagram are actors, use cases, and subjects:

- Each **subject** represents a system under consideration to which the use case applies. (**System**)
- Each user and any other system that may interact with a subject is represented as an **actor**. (**Akteur**)
- A **use case** is a specification of behavior in terms of verb and noun. (**Anwendungsfall**)

[adapted from UML 2.5.1]



Example



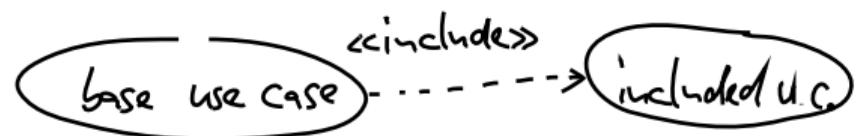
Include and Extend Relationships

Include Relationship

Motivation: make common parts of multiple use cases explicit

Relationship: a **base use case** may define an include relationship to an **included use case**

Meaning: included use case is always executed when the base use case is

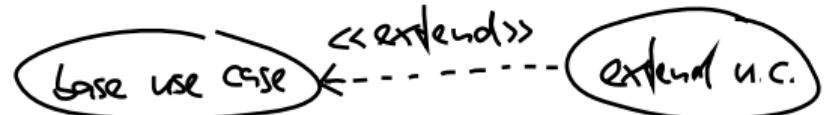


Extend Relationship

Motivation: make explicit that some use cases only happen under certain circumstances

Relationship: an **extend use case** may define an extend relationship to a **base use case**

Meaning: when the base use case is executed, the extend use case may or may not be executed



How to Document Requirements?

Lessons Learned

- Natural language and structured specification of requirements
- Graphical specification with use case diagrams (*Anwendungsfalldiagramme*)
- Further Reading: *Sommerville*, Chapter 4.4 (p. 120–126) and Chapter 5.2.1 (p. 144–146)
- Further Reading: *UML 2.5.1*, Chapter 18
- Next: How to model the system behavior in more detail?

Practice

- See [Moodle](#)
- Draw a use case diagram related to your requirements and upload it to Moodle
- Optional: watch a great tutorial on use case diagrams: <https://www.youtube.com/watch?v=zid-MVo7M-E>
(contains 15s advertisement for a tool)
(generalization and extension points are not needed in this course, can stop at 10:50)



Edward V. Berard (1993):

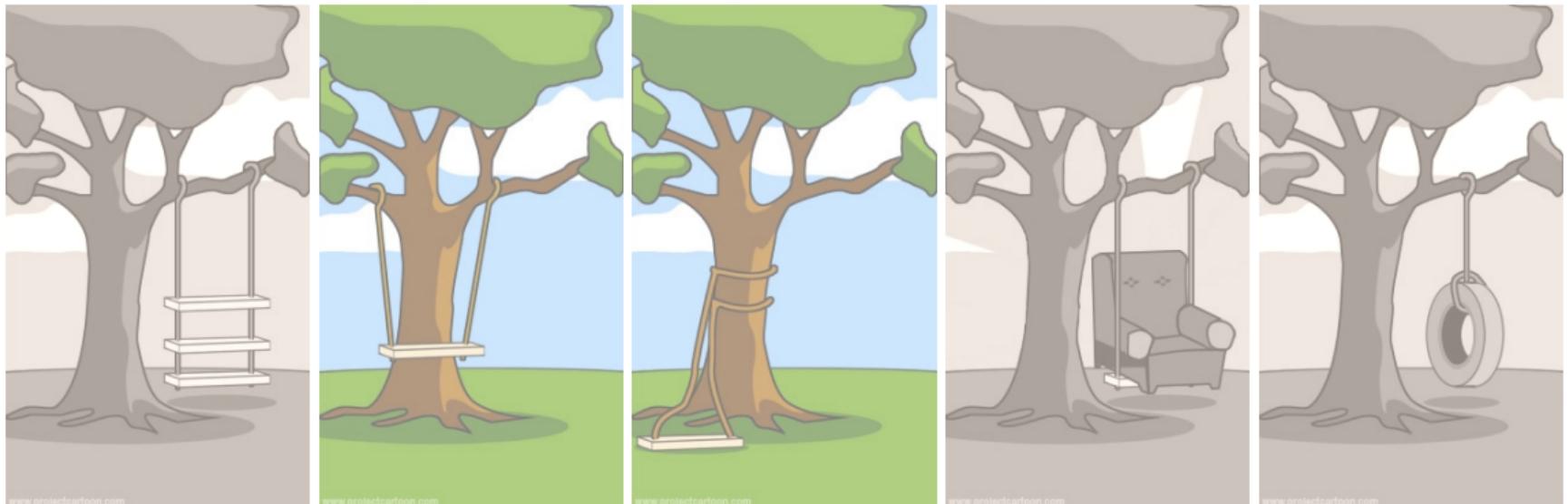
“Walking on water and developing software from a specification are easy if both are frozen.”



Software Engineering

3. System Modeling | Thomas Thüm | November 3, 2021

Why System Modeling?



how the customer
explained it

how the project leader
understood it

how the programmer
implemented it

how the business
consultant described it

what the customer
really needed

Lecture Overview

1. Why to Model Systems?
2. Modeling Behavior with Activity Diagrams
3. Modeling Behavior with State Machine Diagrams

Lecture Contents

1. Why to Model Systems?

Motivation for Modeling

Recap: Software Engineering vs Programming

What is System Modeling?

What is a Model?

What Language to Use for Modeling?

The Unified Modeling Language

Different Kinds of UML Diagrams

14 Types of UML Diagrams

Lessons Learned

2. Modeling Behavior with Activity Diagrams

3. Modeling Behavior with State Machine Diagrams

Motivation for Modeling

UML User Guide:

"A successful software organization is one that consistently deploys **quality software** that meets the needs of its users. An organization that can develop such software in a **timely and predictable** fashion, with an **efficient and effective use of resources**, both human and material, is one that has a sustainable business.

[...]

Modeling is a central part of all the activities that lead up to the deployment of good software. We build models to **communicate** the desired structure and behavior of our system. We build models to **visualize and control** the system's architecture. We build models to better **understand** the system we are building, often exposing opportunities for **simplification and reuse**. And we build models to **manage risk**."

UML User Guide:

"We build models of complex systems because we cannot comprehend such a system in its entirety."

Recap: Software Engineering vs Programming





Bjarne Stroustrup (2000):

"The most important single aspect of software development is to be clear about what you are trying to build."

What is System Modeling?

System Modeling

[Sommerville]

“**System modeling** is the process of developing abstract models of a system, with each model presenting a different view or perspective of that system. [...] Models are used during the requirements engineering process to help derive the **detailed requirements** for a system, during the design process to **describe the system to engineers** implementing the system, and after implementation to **document the system's** structure and operation.”

What is a Model?

UML User Guide:

"A **model** is a simplification of reality."

Sommerville:

"A **model** is an abstract view of a system that deliberately ignores some system details."

Goals of Models

[UML User Guide]

- visualize a system as it is (wanted)
- specify the structure or behavior of a system
- template to guide construction of a system
- document the decisions we have made

Sommerville:

"It is important to understand that a system model is **not a complete representation** of system. It purposely leaves out detail to make it **easier to understand**. A model is an abstraction of the system being studied rather than an alternative representation of that system. A representation of a system should maintain all the information about the entity being represented. An abstraction **deliberately simplifies a system** design and picks out the most salient characteristics."

What Language to Use for Modeling?

Towards a Common Language

- Natural language? hard to abstract from details, already used in requirements
- Programming language? unfamiliar to people without programming skills in that language, too early to decide for the programming language
- Textual language? harder to understand
- Graphical language? makes use of our visual abilities, requires common understanding
- Problem: engineers need to be aware of all languages being used
- Solution: use a graphical language independent of company and domain

HOW STANDARDS PROLIFERATE:

(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC)

SITUATION:
THERE ARE
14 COMPETING
STANDARDS.

14?! RIDICULOUS!
WE NEED TO DEVELOP
ONE UNIVERSAL STANDARD
THAT COVERS EVERYONE'S
USE CASES.



YEAH!

SOON:

SITUATION:
THERE ARE
15 COMPETING
STANDARDS.

The Unified Modeling Language

UML

[UML Reference Manual]

“The Unified Modeling Language (UML) is a general-purpose visual modeling language that is used to specify, visualize, construct, and document the artifacts of a software system.”

UML User Guide:

“Modeling yields an understanding of a system. No one model is ever sufficient. Rather, you often need multiple models that are connected to one another [...].”

Different Kinds of UML Diagrams

Structure Diagrams (Strukturdiagramme)

“**Structure diagrams** show the static structure of the objects in a system. That is, they depict those elements in a specification that are irrespective of time. The elements in a structure diagram represent the meaningful concepts of an application, and may include abstract, real-world and implementation concepts.”

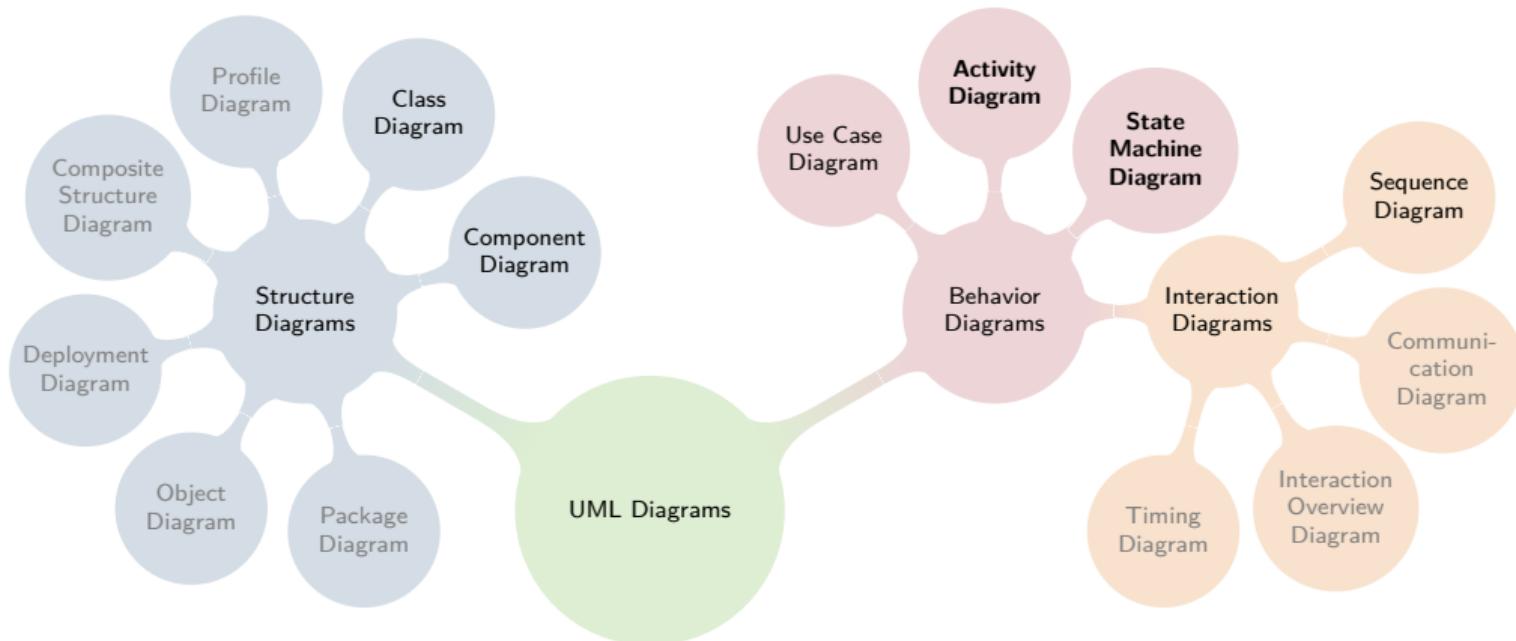
[UML 2.5.1]

Behavior Diagrams (Verhaltensdiagramme)

“**Behavior diagrams** show the dynamic behavior of the objects in a system, including their methods, collaborations, activities, and state histories. The dynamic behavior of a system can be described as a series of changes to the system over time.”

[UML 2.5.1]

14 Types of UML Diagrams [UML 2.5.1]



Six most important UML diagrams* discussed in this course

*John Erickson and Keng Siau. 2007. Theoretical and practical complexity of modeling methods. Commun. ACM 50, 8 (August 2007), 46–51.

Why to Model Systems?

Lessons Learned

- What is the motivation for system modeling?
- What are models and what is UML?
- Which (kinds of) UML diagrams exist?
- Further Reading: [UML User Guide](#), Chapter 1 — great introduction to modeling

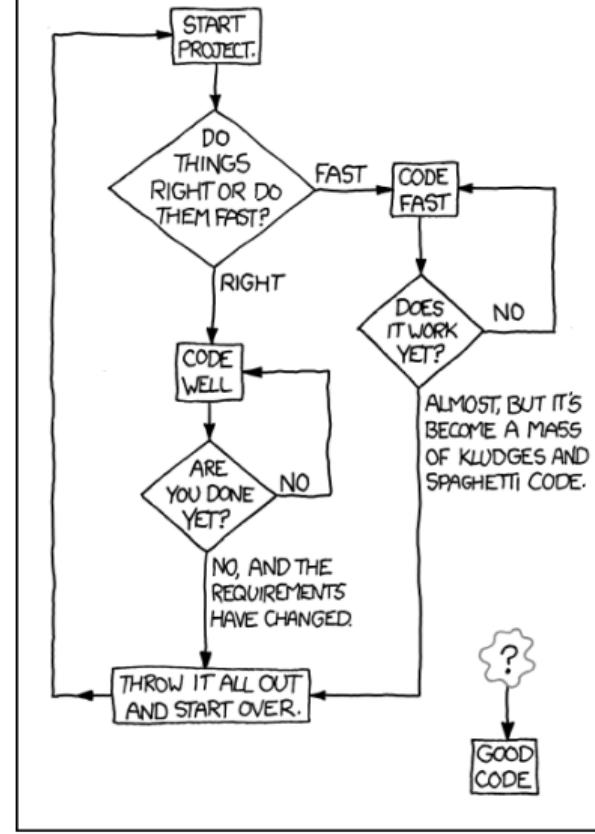
Practice

- See [Moodle](#)
- Practice abstraction by explaining a room that you know well to a good friend. Use 1 minute (not more!) to create sketch of the room and upload that to Moodle.
- Look at another sketch submitted and create an answer in Moodle with a list of ten things that the sketch abstracts from (i.e., what details are not shown in the visualization).

Lecture Contents

1. Why to Model Systems?
2. Modeling Behavior with Activity Diagrams
 - Activity Diagrams
 - Branching and Merging in Activity Diagrams
 - Forking and Joining in Activity Diagrams
 - Swimlanes in Activity Diagrams
 - Lessons Learned
3. Modeling Behavior with State Machine Diagrams

HOW TO WRITE GOOD CODE:



Activity Diagrams



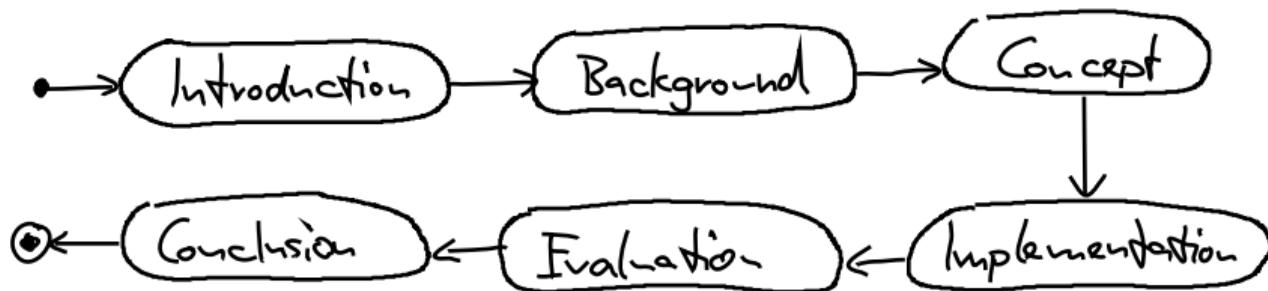
Activity Diagram (Aktivitätsdiagramm)

An **activity diagram** is a diagram visualizing activities and their order of execution. An activity diagram contains **activities** (rounded box) that are connected by means of **flows** (solid arrows). The execution begins at the **initialization** (filled circle) and ends with the **completion** node (bull's eye). (Aktivität, Fluss, Startzustand, Endzustand)

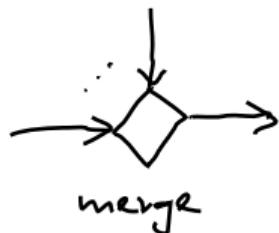
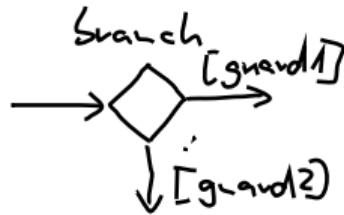
Rules for Activity Diagrams

- exactly one initialization/completion node
- at least one activity
- every activity has one incoming and one outgoing flow
- every activity is reachable from initialization
- completion is reachable from every activity

Example of Sequential Activities



Branching and Merging in Activity Diagrams



Branching and Merging

[UML User Guide]

Motivation: model control flow that depends on certain conditions (i.e., actions that may happen)

Branching: A **branch** has exactly one incoming and two or more outgoing flows. Each outgoing flow has a Boolean expression called **guard**, which is evaluated on entering the branch.

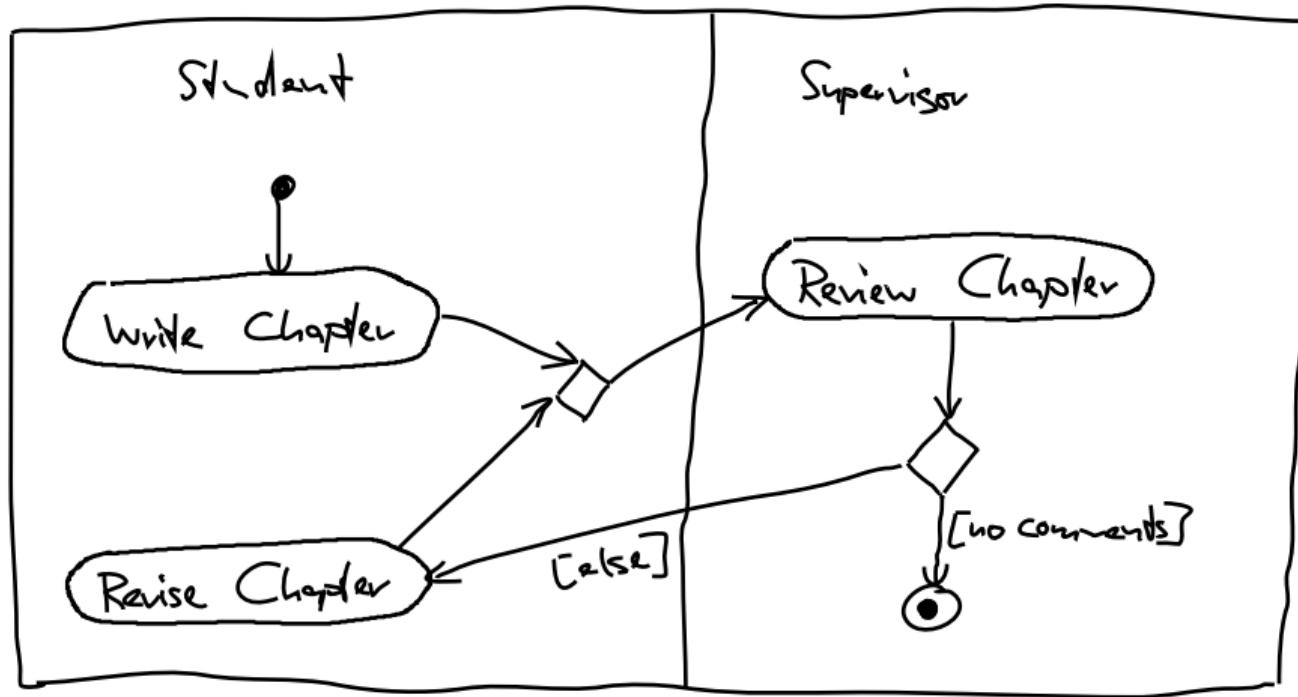
(Verzweigung)

Merging: A **merge** has two or more incoming and exactly one outgoing flow. (Zusammenführung)

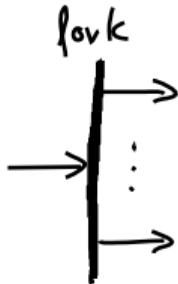
Further Rules for Activity Diagrams

- guards on outgoing flows should not overlap (flow of control is unambiguous)
- guards should cover all possibilities (flow of control does not freeze)
- keyword **else** possible for one guard (**sonst**)

Example of Conditional Activities



Forking and Joining in Activity Diagrams



Forking and Joining

[UML User Guide]

Motivation: model concurrent control flows (i.e., activities that run in parallel)

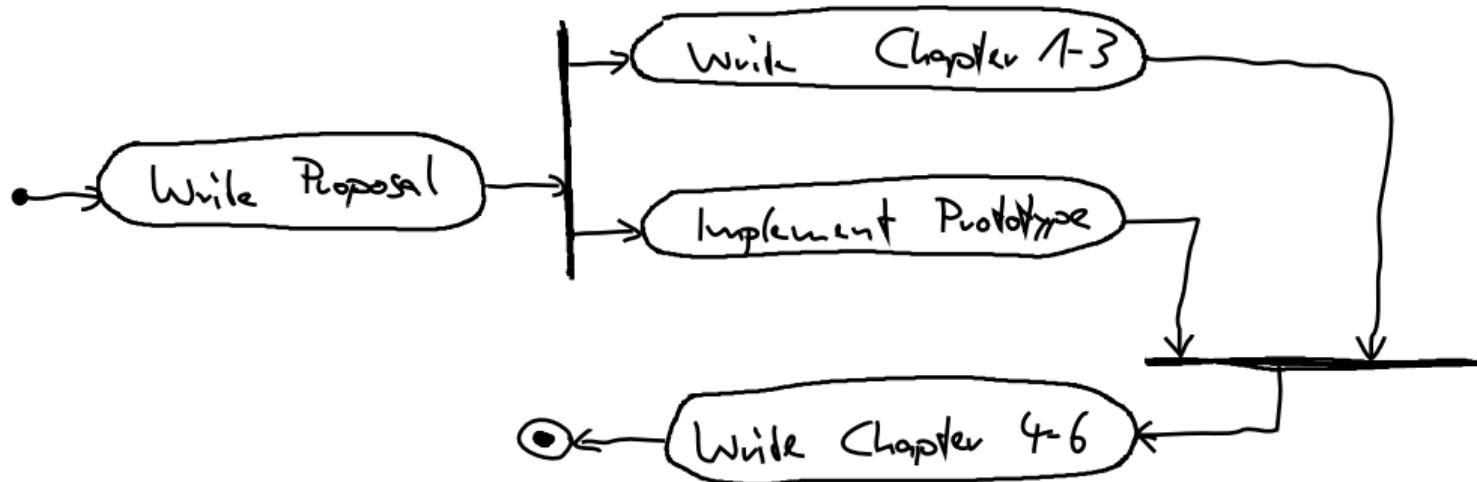
Forking: A **fork** (thick horizontal or vertical line) has exactly one incoming and two or more outgoing flows. ([Gabelung](#))

Joining: A **join** (thick horizontal or vertical line) has two or more incoming and exactly one outgoing flow. ([Vereinigung](#))

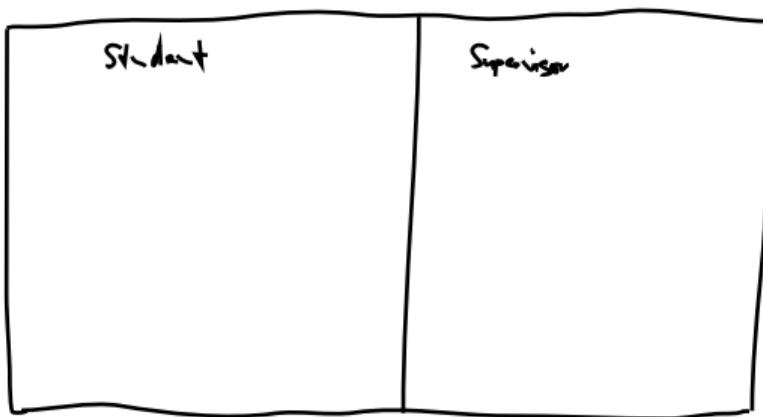
Further Rules for Activity Diagrams

- branched paths must be merged eventually ([letztendlich](#))
- forked paths must be joined eventually
- only outgoing edges of branch nodes have guards

Example of Concurrent Activities



Swimlanes in Activity Diagrams



Swimlanes

[UML User Guide]

Motivation: group activities according to responsibilities

Swimlane: An activity diagram may have no or at least two swimlanes. A **swimlane** (rectangle) represents a high-level responsibility activities within an activity diagram.
(Verantwortlichkeitsbereiche)

Further Rules for Activity Diagrams

- each swimlane has a name unique within its diagram
- every activity belongs to exactly one swimlane
- only flows may cross swimlanes

Modeling Behavior with Activity Diagrams

Lessons Learned

- What can be modeled with activity diagrams?
- What are branching and merging (used for)?
- What are forking and joining (used for)?
- What can be modeled with swimlanes?
- Further Reading: [UML User Guide](#), Chapter 20

Practice

- See [Moodle](#)
- Draw a simple activity diagram in the context of a contract tracing app and submit it in Moodle
- Inspect one other diagram and check whether any rules are violated. Document those as an answer.

Lecture Contents

1. Why to Model Systems?
2. Modeling Behavior with Activity Diagrams
3. Modeling Behavior with State Machine Diagrams
 - Activity and State Machine Diagrams
 - State Machine Diagrams
 - Hierarchical State Machine Diagrams
 - Lessons Learned

Activity and State Machine Diagrams

UML User Guide:

We can visualize the dynamics of execution in two ways: by emphasizing the flow of control from activity to activity (**activity diagrams**) or by emphasizing the potential states and transitions among those states (**state machine diagrams**).

State Machine Diagrams

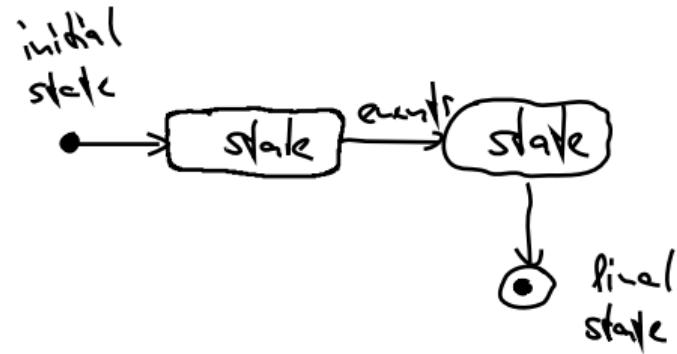
State Machine Diagram (*Zustandsdiagramm*)

A **state machine diagram** specifies the sequences of states the (a part of) the system goes through during its lifetime in response to events, together with its responses to those events. Every **state** (rectangle with rounded corners) is characterized by a condition or situation. An **event** is an occurrence of a stimulus that can trigger a state transition. A **transition** (solid arrow) is a relationship between two states. (*Zustand, Ereignis, Zustandsübergang*)

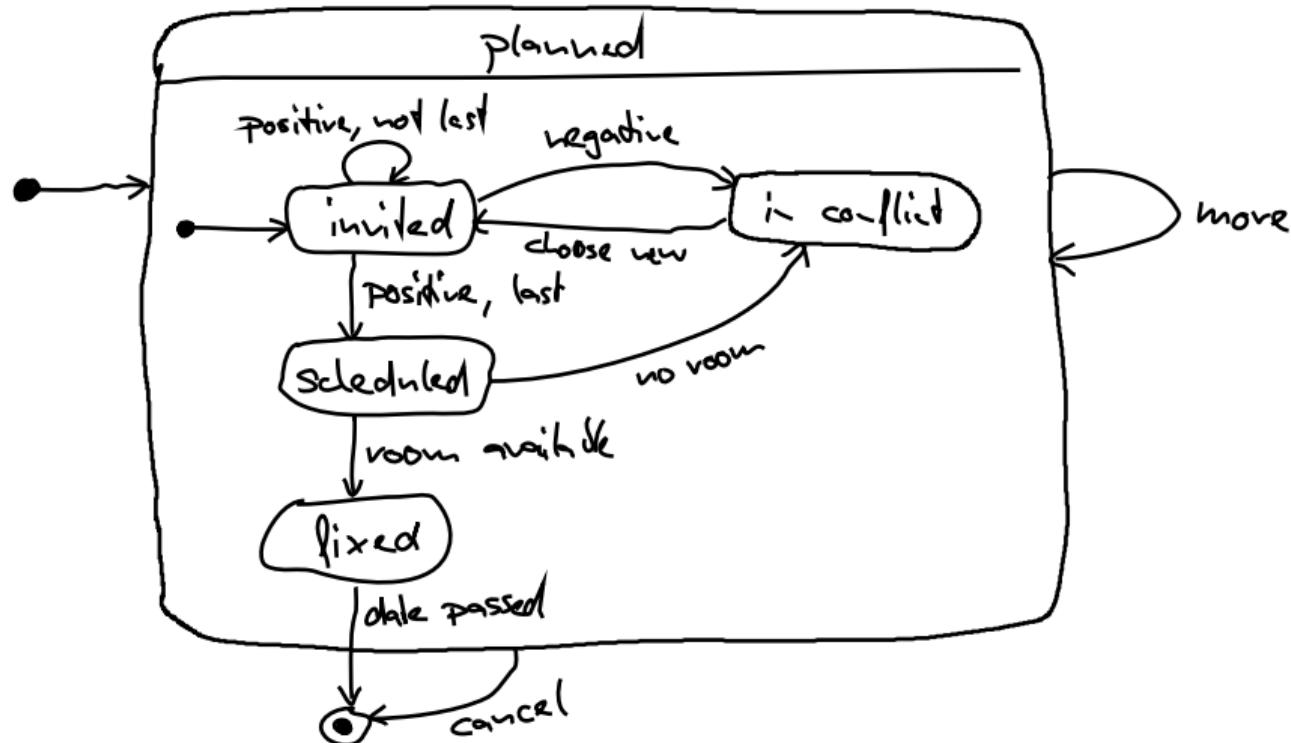
[adapted from *UML User Guide*]

Rules for State Machine Diagrams

there is a single **initial state** (filled circle) and a single **final state** (bull's eye) (*Start- und Zielzustand*) — see exception below



Example of a State Machine Diagram



Hierarchical State Machine Diagrams

Simple and Composite States

[UML User Guide]

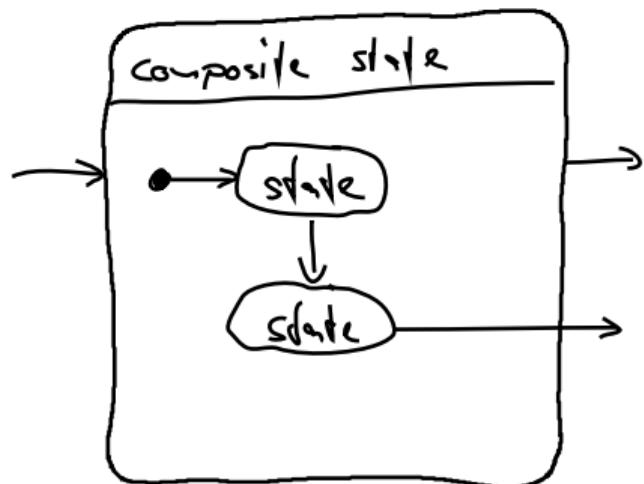
Motivation: avoid duplicated transitions, improve overview in complex state machine diagrams

Simple State: “A **simple state** is a state that has no substructure.” (einfacher Zustand)

Composite State: “A state that has substates (i.e., nested states) is called a **composite state**.” (komplexer Zustand)

Rules for State Machine Diagrams

- every composite state has its own single **initial state** (Startzustand)
- substates may be nested to any level



Modeling Behavior with State Machine Diagrams

Lessons Learned

- What can be modeled with state machine diagrams?
- What is the advantage of hierarchical state machines?
- Further Reading: [UML User Guide](#), Chapter 22

Practice

- See [Moodle](#)
- Draw a simple state machine diagram with a single mistake and submit it in Moodle.
- Find the mistake in one other diagram, correct it with red ink, and submit it to Moodle.



Software Engineering

4. Software Architecture | Thomas Thüm | November 10, 2021

Why Software Architecture?



what the customer
really needed



how the customer
explained it



how the project
leader understood it



how the analyst
designed it



how the programmer
implemented it

Lecture Overview

1. Introduction to Software Architecture
2. Modeling Structure with Component Diagrams
3. Common Architectural Patterns

Lecture Contents

1. Introduction to Software Architecture

On the Role of Architecture

Analysis and Design

Software Architecture

3 Goals of Software Architecture

4 Views in Software Architecture

Lessons Learned

2. Modeling Structure with Component Diagrams

3. Common Architectural Patterns

On the Role of Architecture



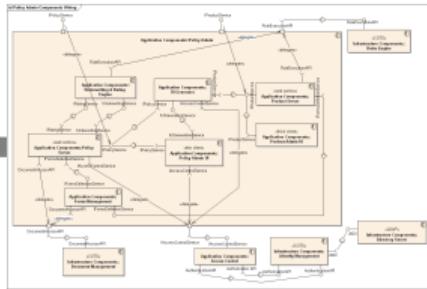
Architecture Bridges the Gap

Large software systems . . .

- have numerous requirements
 - require many developers
 - need separation of concerns
(Trennung von Belangen)



Requirements



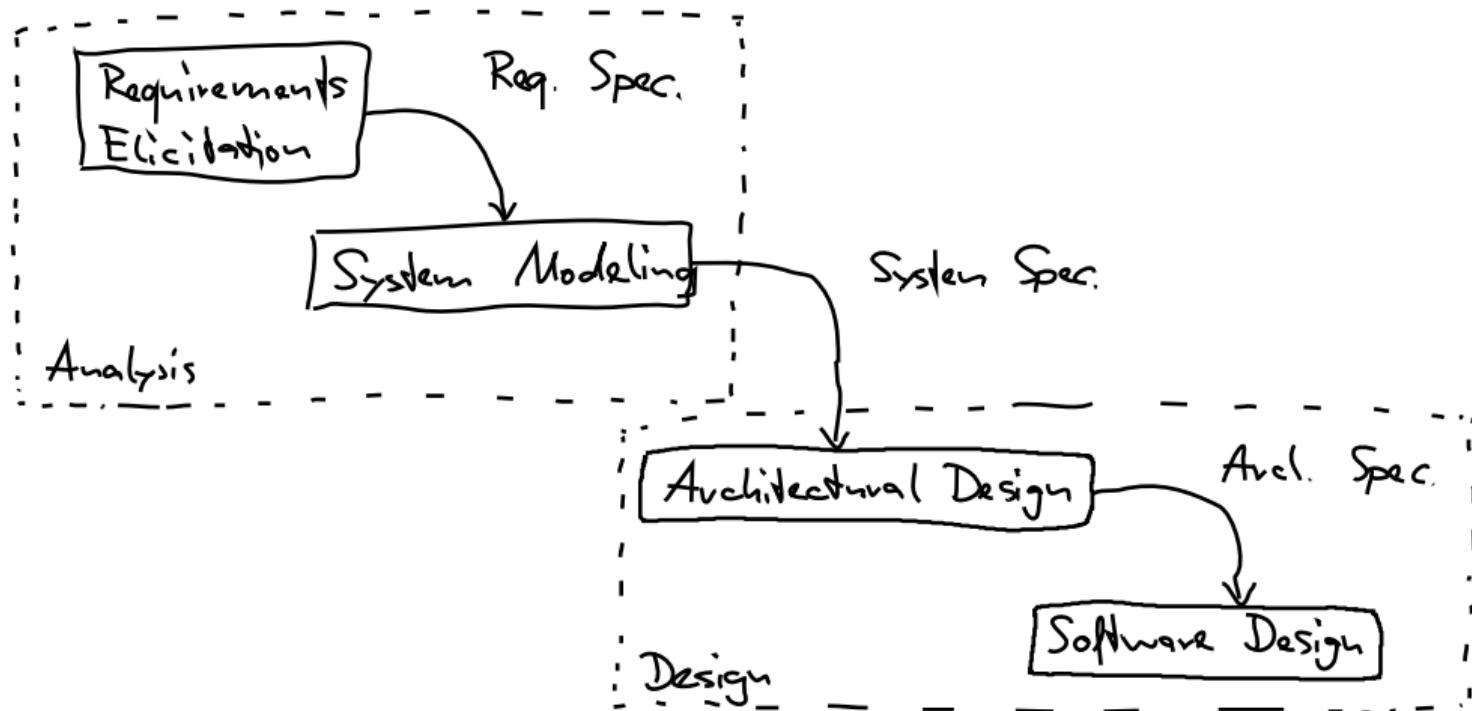
Software Architecture

"Weeks of coding can save you hours of planning." [anon]

```
    if (xa.size > 10000) {
        dn = 1;
        xa.position =
            xa.function
        return
    }
    if (xa.type == 1) {
        xa.write(xo.response);
        xa.size -= 1;
    }
}
```

Implementation

Analysis and Design



Software Architecture

[Sommerville]

Architectural Design (Architekturentwurf)

“**Architectural design** is a creative process in which you design a system organization that will satisfy the functional and non-functional requirements of a system.”

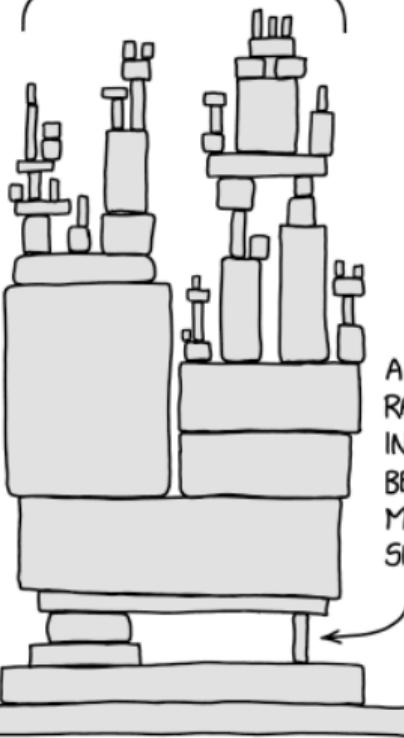
Software Architecture

“A **software architecture** is a description of how a software system is organized. Properties of a system such as performance, security, and availability are influenced by the architecture used.”

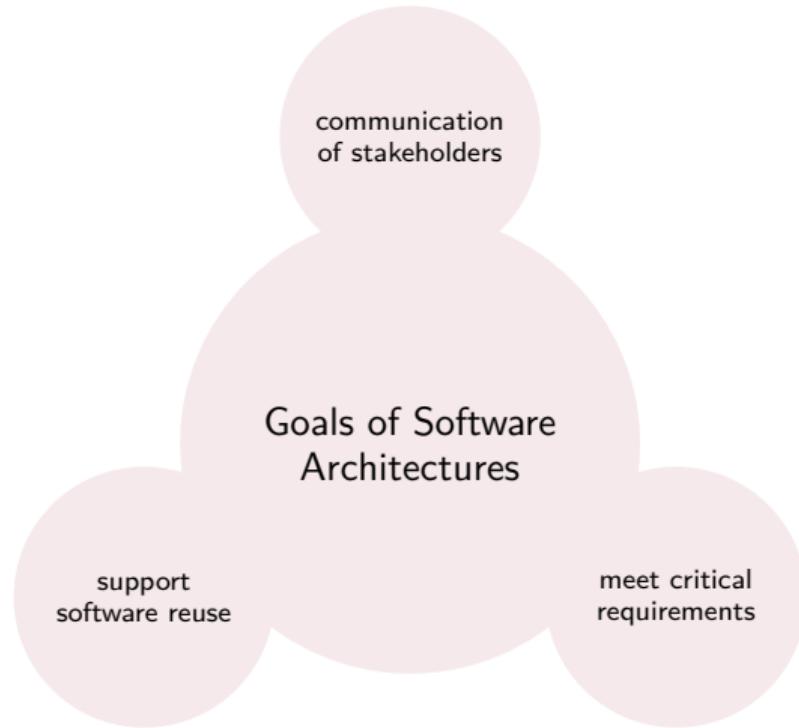
In Practice:

“You might propose an abstract system architecture where you associate groups of system functions or features with large-scale components or subsystems. You then use this decomposition to discuss the requirements and more detailed features of the system with stakeholders.”

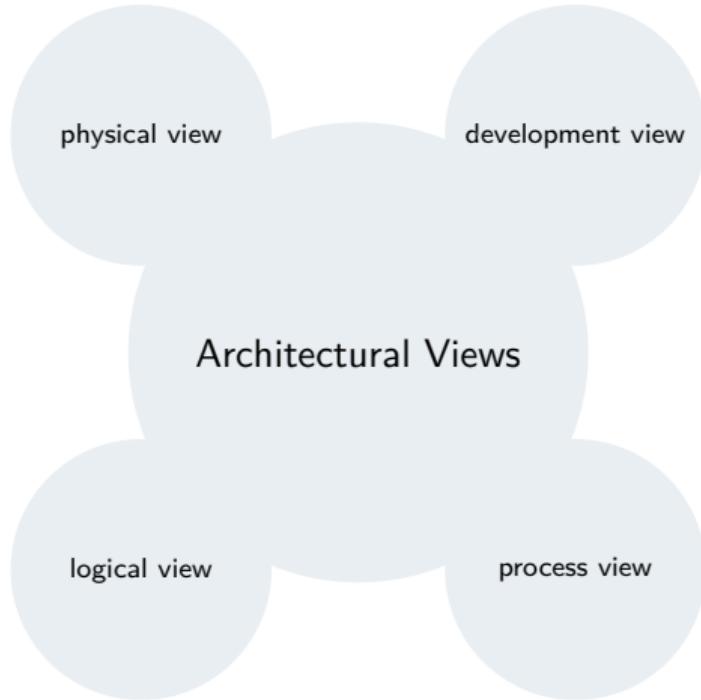
ALL MODERN DIGITAL
INFRASTRUCTURE



3 Goals of Software Architecture [Sommerville]



4 Views in Software Architecture [Sommerville]



Sommerville:

"A **logical view**, which shows the key abstractions in the system as objects or object classes. It should be possible to relate the system requirements to entities in this logical view.

A **process view**, which shows how, at runtime, the system is composed of interacting processes. This view is useful for making judgments about non-functional system characteristics such as performance and availability.

A **development view**, which shows how the software is decomposed for development; that is, it shows the breakdown of the software into components that are implemented by a single developer or development team. This view is useful for software managers and programmers.

A **physical view**, which shows the system hardware and how software components are distributed across the processors in the system. This view is useful for systems engineers planning a system deployment."



Conway's Law

[Melvin E. Conway, 1968]

“Any organization that designs a system [...] will produce a design whose structure is a copy of the organization’s communication structure.”

Introduction to Software Architecture

Lessons Learned

- What is software architecture?
- Why is software architecture so important?
- Further Reading: [Sommerville](#), Chapter 6.0–6.2 (p. 167–175)

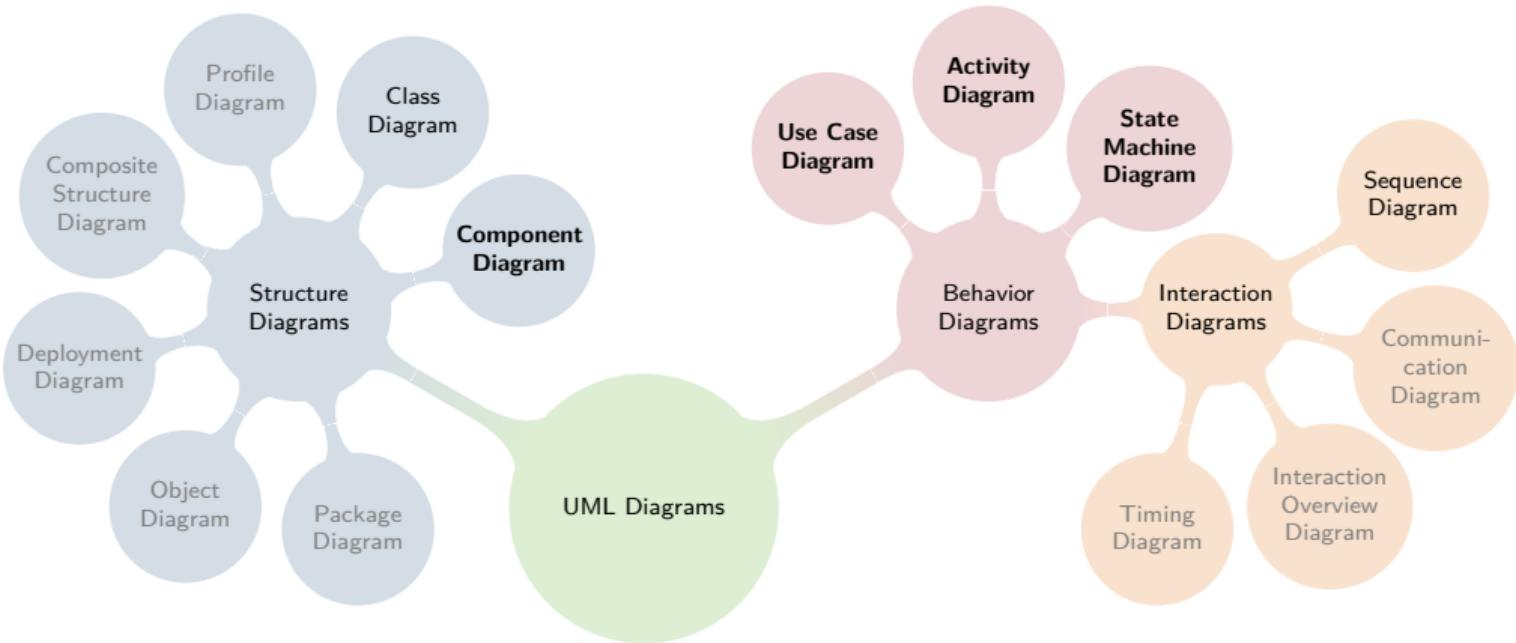
Practice

- See [Moodle](#)
- Invest five minutes trying to understand the Signal messenger by inspecting the source code of the Android client: <https://github.com/signalapp/Signal-Android>
- Summarize what you learned about the app by answering a questionnaire in Moodle

Lecture Contents

1. Introduction to Software Architecture
2. Modeling Structure with Component Diagrams
 - Recap: 14 Types of UML Diagrams
 - Component Diagrams
 - Hierarchical Component Diagrams
 - Rules for Component Diagrams
 - Lessons Learned
3. Common Architectural Patterns

Recap: 14 Types of UML Diagrams [UML 2.5.1]



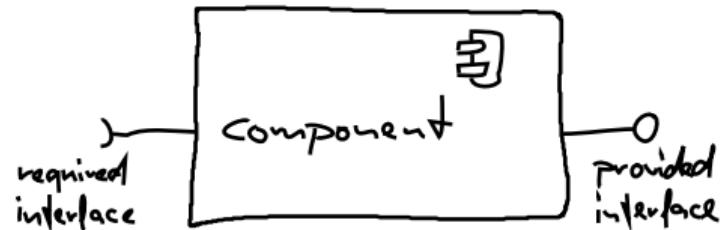
Component Diagrams (Komponentendiagramm)

Component Diagram

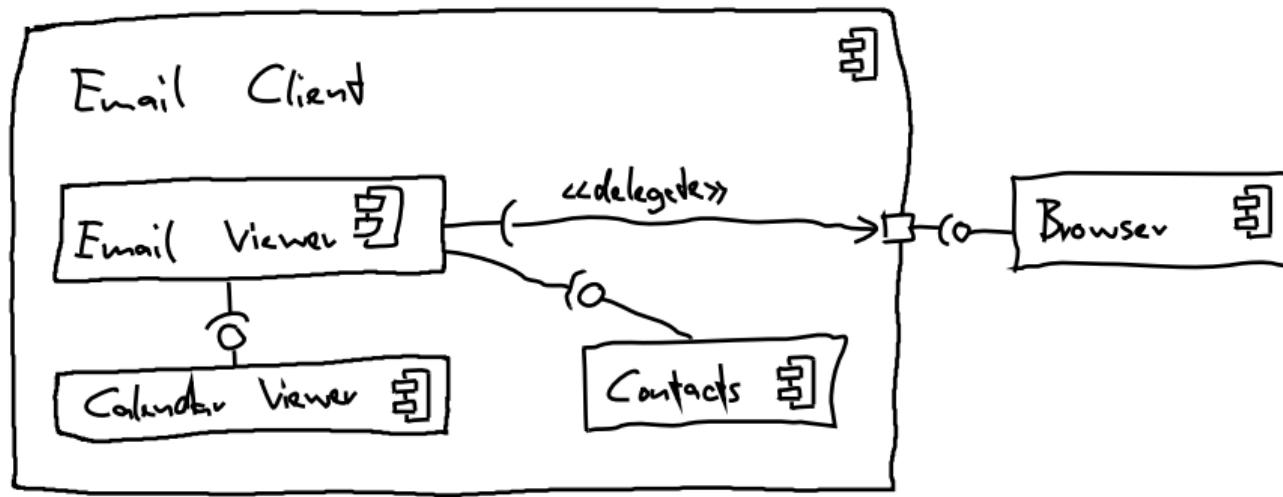
[adapted from [UML User Guide](#)]

A **component** is a replaceable part of a system that conforms to and provides the realization of a set of interfaces. An **interface** is a collection of operations that specify a service that is provided by or requested from a class or component. An interface that a component realizes is called a **provided interface**, meaning an interface that the component provides as a service to other components. The interface that a component uses is called a **required interface**, meaning an interface that the component conforms to when requesting services from other components.

(Komponente, angebotene/benötigte Schnittstelle)



Example of a Component Diagram



Hierarchical Component Diagrams

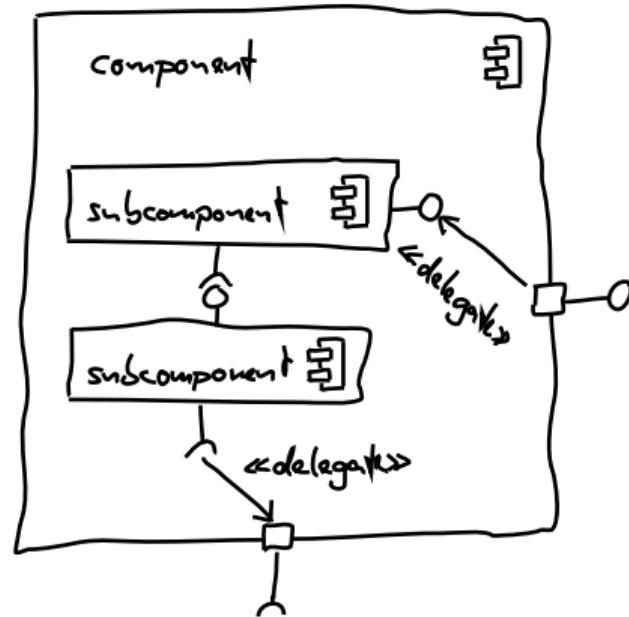
Nesting of Components

[adapted from UML User Guide]

Motivation: decompose/structure large systems

Nesting (Verschachtelung): A component may contain any number of **subcomponents**.
(Teilkomponenten)

Ports and Delegates: A **port** is an explicit window into an encapsulated component. A **delegate** connects provided or required interfaces with ports.



Rules for Component Diagrams

Rules for Component Diagrams

- component names are unique
- a component may have any number of required or provided interfaces
- every required interface is connected to provided interface
- every component is directly or indirectly connected to every other component
- subcomponents may be nested to any level
- when subcomponents communicate to a higher-level component, they need to communicate via ports



Gordon Bell:

“The cheapest, fastest, and most reliable components are those that aren’t there.”

Modeling Structure with Component Diagrams

Lessons Learned

- How to describe architectures with UML component diagrams?
- How to decompose large systems with nesting?
- Further Reading: [UML User Guide](#), Chapter 15

Practice

- See [Moodle](#)
- Design the architecture of a messenger with a component diagram and submit it in Moodle
- Give a positive vote for one other diagram and give feedback to others if you find any potential problems

Lecture Contents

1. Introduction to Software Architecture
2. Modeling Structure with Component Diagrams
3. Common Architectural Patterns
 - Architectural Patterns
 - Layered Architecture
 - Client-Server Architecture ([2-Schichten-Architektur](#))
 - 3-Tier Architecture ([3-Schichten-Architektur](#))
 - Peer-to-Peer Architecture
 - Model-View-Controller Architecture
 - Pipe-and-Filter Architecture
 - Lessons Learned

Architectural Patterns (Architekturmuster)

Architectural Pattern

[Sommerville]

“Architectural patterns capture the essence of an architecture that has been used in different software systems. [...] Architectural patterns are a means of reusing knowledge about generic system architectures.”

Goals



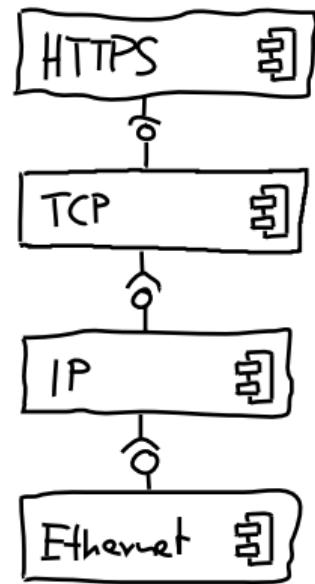
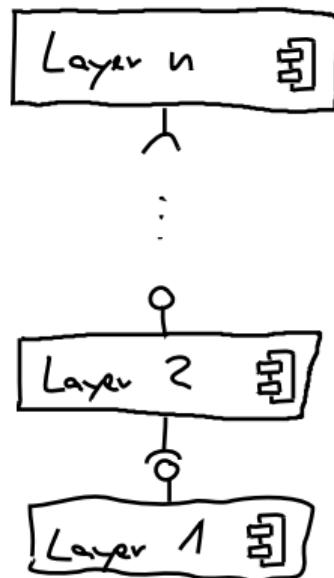
- preserve knowledge of software architects
- reuse of established architectures
- enable efficient communication

Layered Architecture (Schichtenarchitektur)

Layered Architecture

[Sommerville]

- **Problem:** subsystems are hard to adapt and replace
- **Idea:** decomposition into layers (Schichten)
- layer provides services to layers above
- layer delegates subtasks to layers below
- strict layers: every layer can only access the next layer
- relaxed layers: every layer can access all layers below
- information hiding: layers hide implementation details behind interface



Client-Server Architecture (2-Schichten-Architektur)

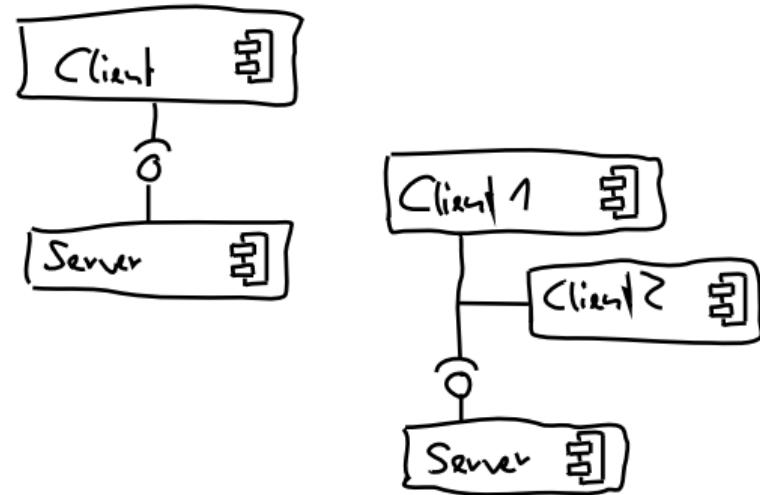
Client-Server Architecture

[Sommerville]

- aka. 2-tier architecture
- **Problem:** several clients need to access the same data
- **Idea:** separation of application (client) and data management (server)
- clients initiate the communication with a server
- typical: multiple clients of the same kind
- optional: multiple clients of different kinds

Example

a browser uses a URL to connect to a server in the world wide web and receives an HTML page



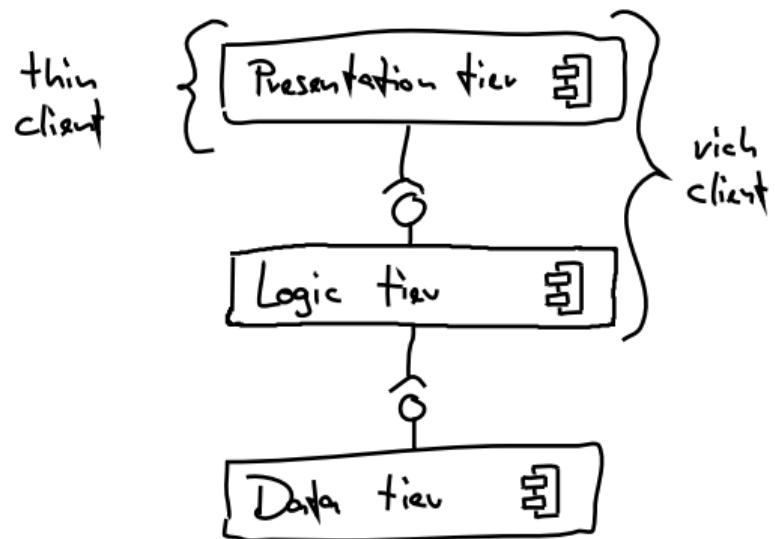
3-Tier Architecture (3-Schichten-Architektur)

3-Tier Architecture

- **Problem:** clients with same functionality but different presentation needed
- **Idea:** separation of data presentation, application logic, and data management
- thin-client application: application logic on the server
- rich-client application: application logic in the client

Rule of Thumb

If you can use the application offline, then it is most likely a rich-client application.



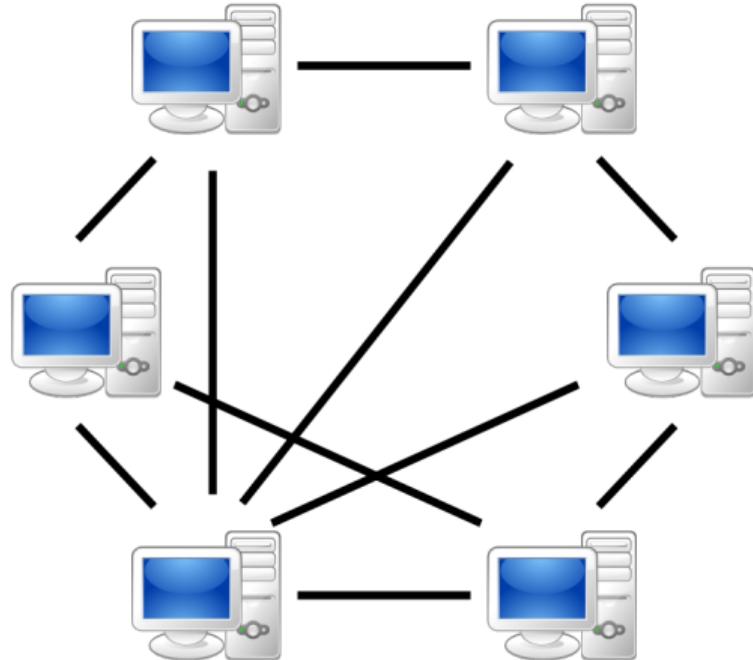
Peer-to-Peer Architecture

Peer-to-Peer Architecture

- **Problem:** high load on server and high risk of failure when transmitting all client data to the server
- **Idea:** decentralized transmission of data
- peers connect to each other and transfer data directly
- peers take over client or server roles
- arbitrary, dynamic topology

In Practice

often combined with a client-server architecture



Peer-to-Peer Architecture in Windows 10

Delivery Optimization

Delivery Optimization provides you with Windows and Store app updates and other Microsoft products quickly and reliably.

Allow downloads from other PCs

If you have an unreliable Internet connection or are updating multiple devices, allowing downloads from other PCs can help speed up the process.

If you turn this on, your PC may send parts of previously downloaded Windows updates and apps to PCs on your local network or on the Internet. Your PC won't upload content to other PCs on the Internet when you're on a metered network.

[Learn more](#)

Allow downloads from other PCs



PCs on my local network

PCs on my local network, and PCs on the Internet

Advanced options

By default, we're dynamically optimizing the amount of bandwidth your device uses to both download and upload Windows and app updates, and other Microsoft products. But you can set a specific limit if you're worried about data usage.

Download settings

Limit how much bandwidth is used for downloading updates in the background



45%

Limit how much bandwidth is used for downloading updates in the foreground



90%

Upload settings

Limit how much bandwidth is used for uploading updates to other PCs on the Internet



50%

Monthly upload limit



500 GB

Note: when this limit is reached, your device will stop uploading to other PCs on the Internet.



Model-View-Controller Architecture

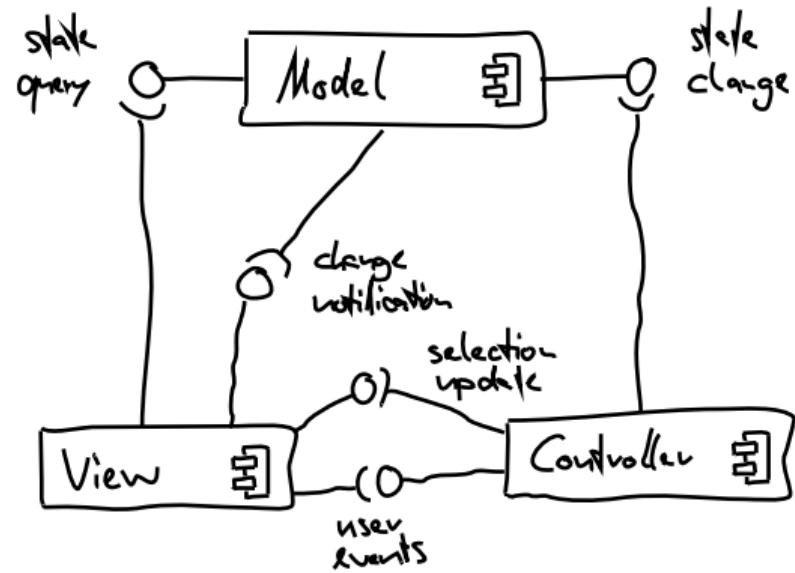
Model-View-Controller Architecture

[Sommerville]

- **Context:** data is presented and manipulated over several views
- **Problem:** data inconsistent and new views hard to add
- **Idea:** separation into three components
- model: stores the relevant data independent of their presentation
- view: shows (a part of) the data independent of manipulations
- controller: user interface for the manipulation of data

Example

In a spreadsheet, data is presented in tables and diagrams. Changing values in a table leads to an update of affected diagrams and tables.



Pipe-and-Filter Architecture

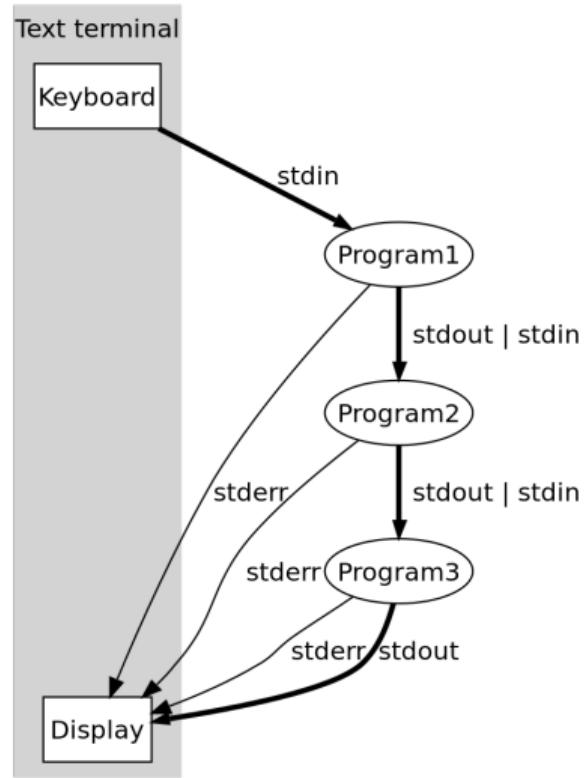
Pipe-and-Filter Architecture

[Sommerville]

- **Problem:** data is processed in numerous processing steps, which are prone to change
- **Idea:** modularization of each processing step into a component
- filter components process a stream of data continuously
- pipes transfer data unchanged from filter output to filter input

Pipe Operator in UNIX

"ls -al | grep '2020' | grep -v 'Nov' | more" searches files in a folder from the year 2020 except those from November and delivers the results in pages.



Common Architectural Patterns

Lessons Learned

- What are architectural patterns?
- What is the difference between common architectures? layered architecture, client-server, 3-tier, peer-to-peer, model-view-controller, pipe-and-filter
- Further Reading: [Sommerville](#), Chapter 6.3 (p. 175–184)

Practice

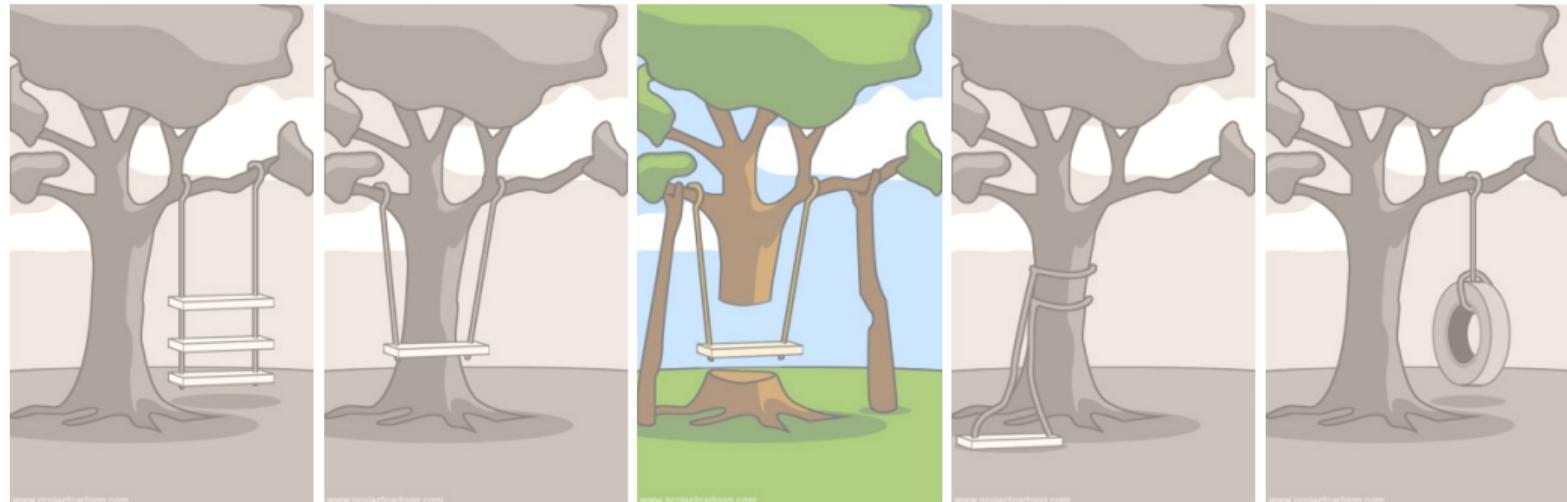
- See [Moodle](#)
- Select one of the above mentioned architectural patterns and report an example software where that pattern is used (possibly in combination with other patterns) in Moodle
- Vote for at least one other example



Software Engineering

5. Software Design | Thomas Thüm | November 17, 2021

Why Software Design?



how the customer
explained it

how the project
leader understood it

how the analyst
designed it

how the programmer
implemented it

what the customer
really needed

Lecture Overview

1. Introduction to Software Design
2. Modeling Structure with Class Diagrams
3. Modeling Interactions with Sequence Diagrams

Lecture Contents

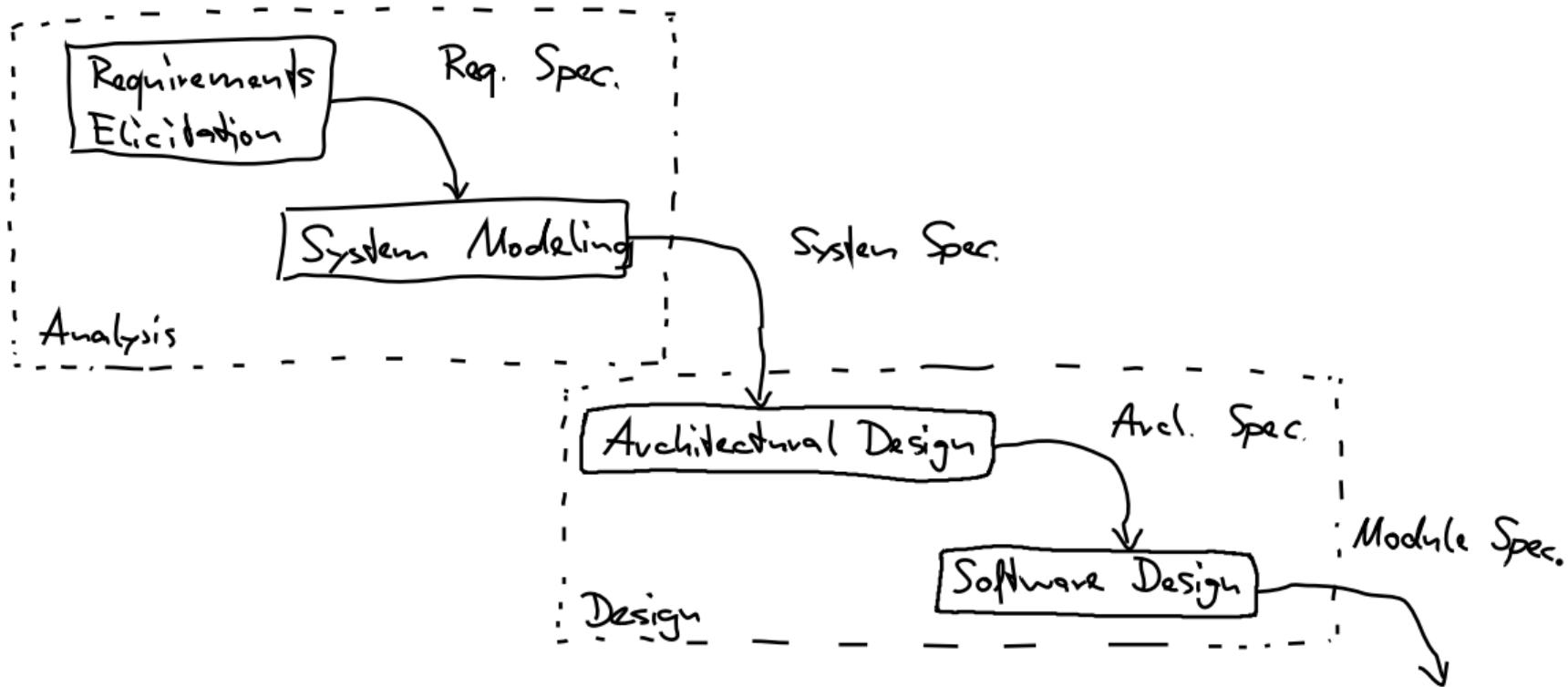
1. Introduction to Software Design
 - Analysis and Design
 - Recap: 14 Types of UML Diagrams
 - Lessons Learned
2. Modeling Structure with Class Diagrams
3. Modeling Interactions with Sequence Diagrams



Louis Srygley

“Without requirements or design, programming is
the art of adding bugs to an empty text file.”

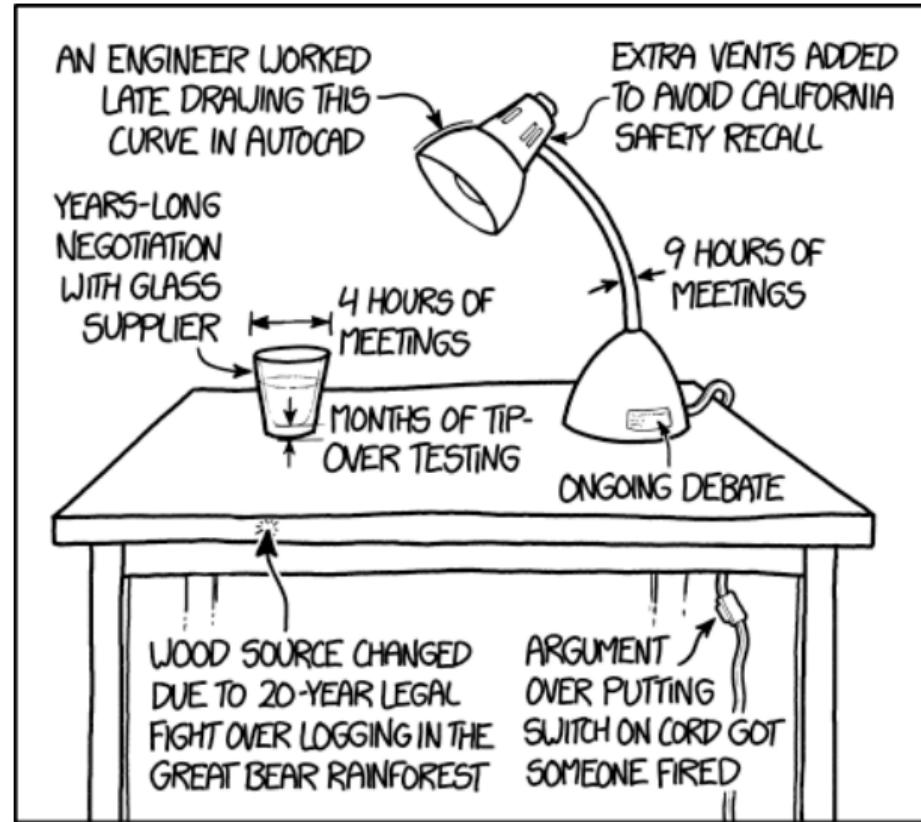
Analysis and Design





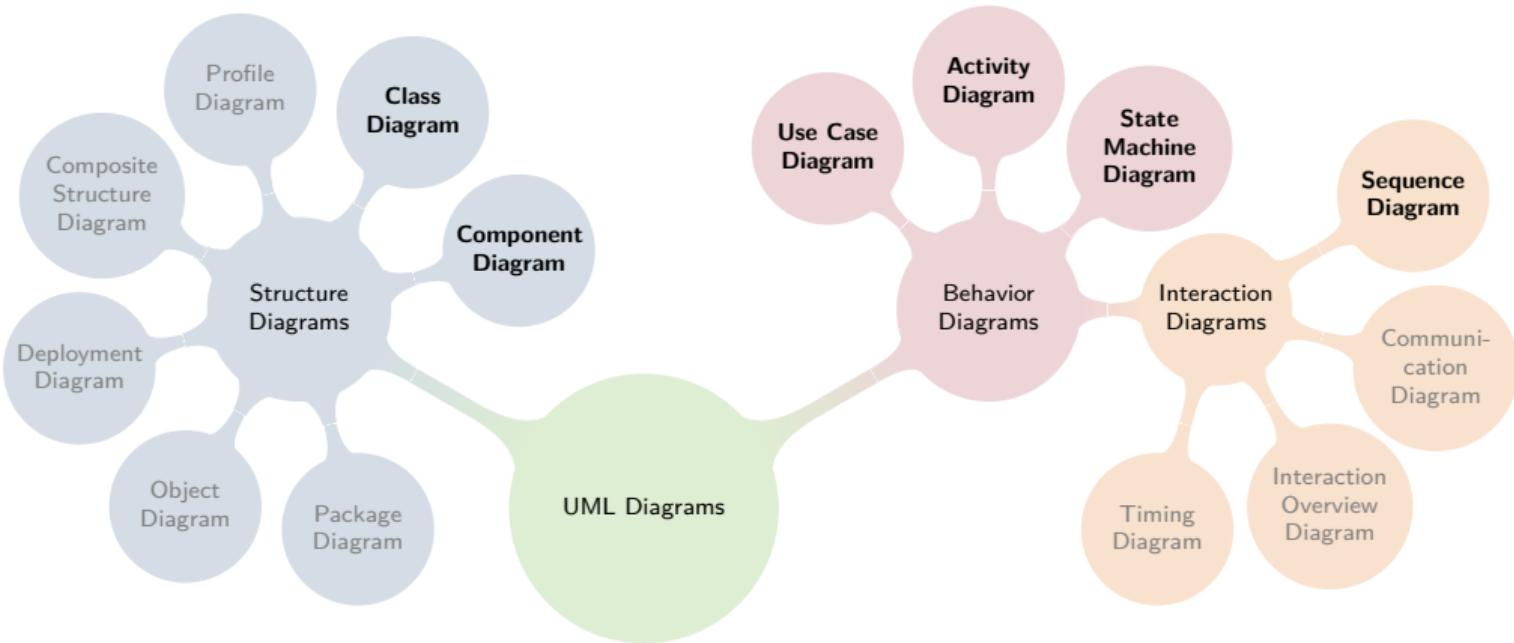
Alistair Cockburn

"If it's your decision, it's design; if not, it's a requirement."



SOMETIMES I GET OVERWHELMED THINKING ABOUT THE AMOUNT OF WORK THAT WENT INTO THE ORDINARY OBJECTS AROUND ME.

Recap: 14 Types of UML Diagrams [UML 2.5.1]



Introduction to Software Design

Lessons Learned

- What is the role of software design?
- How is it connected to requirements and architecture?
- Further Reading: [Sommerville](#), Chapter 7.0–7.1 (p. 196–209)

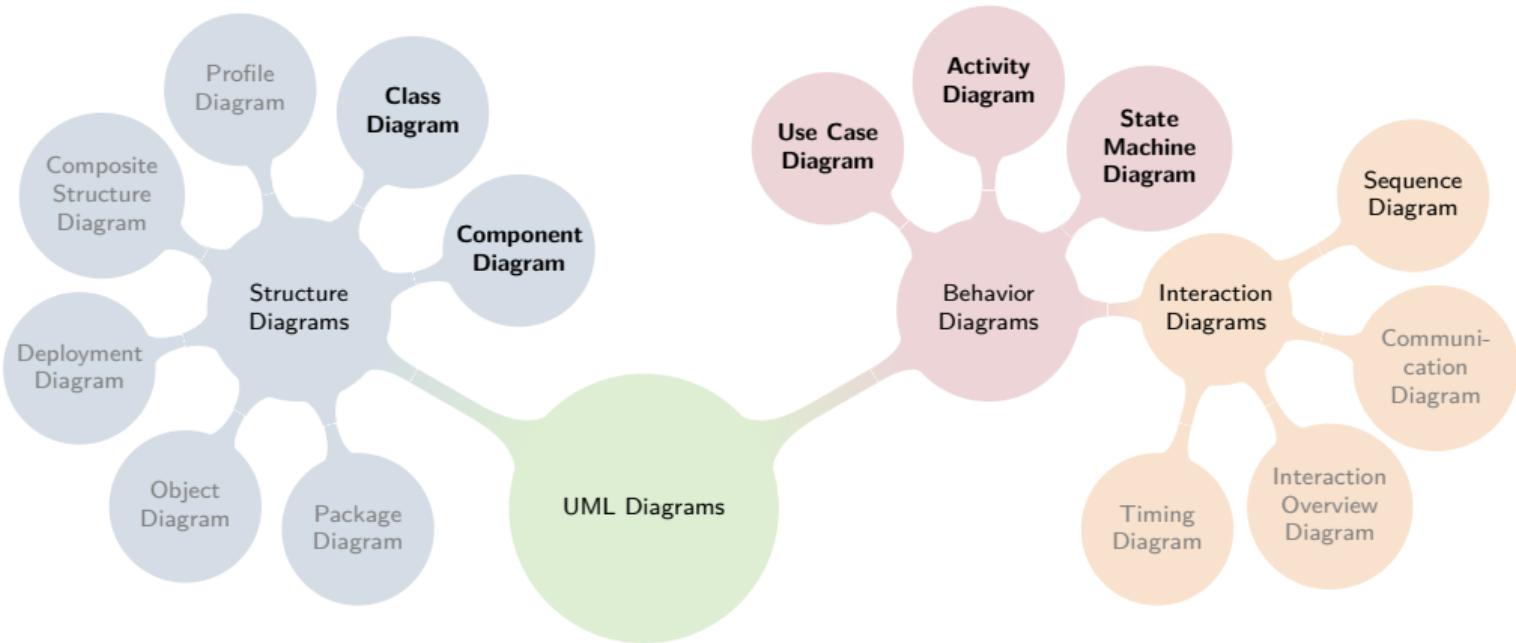
Practice

- See [Moodle](#)
- In Moodle there is a cloze ([Lückentext](#)) on object-oriented programming.
- Pick exactly one sentence and submit the completed version. If all sentences are filled, think of a further sentence about object orientation that has wholes, too.

Lecture Contents

1. Introduction to Software Design
2. Modeling Structure with Class Diagrams
 - Recap: 14 Types of UML Diagrams
 - Class Diagrams
 - Attributes and Operations of Classes
 - Completeness of Attributes and Operations
 - Aggregation and Composition of Classes
 - Inheritance Relationships
 - Rules and Hints for Class Diagrams
 - Lessons Learned
3. Modeling Interactions with Sequence Diagrams

Recap: 14 Types of UML Diagrams [UML 2.5.1]



Class Diagrams (Klassendiagramme)

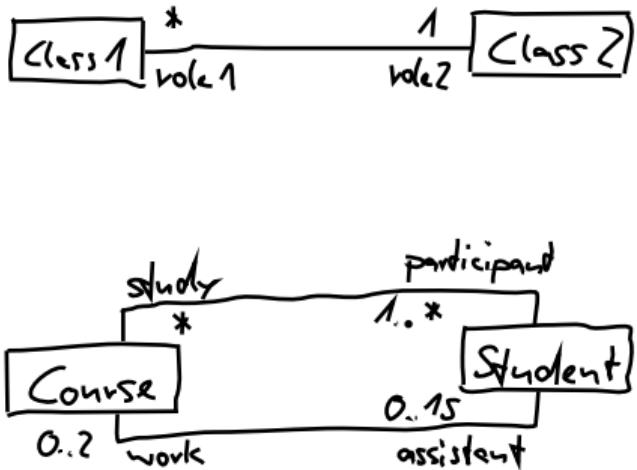
Class Diagram

[UML User Guide]

"A **class** is a description of a set of objects that share the same attributes, operations, relationships, and semantics. [...] An **association** is a structural relationship that specifies that objects of one thing are connected to objects of another. [...] When a class participates in an association, it has a specific role that it plays in that relationship; a **role** is just the face the class at the far end of the association presents to the class at the near end of the association. [...] When you state a **multiplicity** at the far end of an association, you are specifying that, for each object of the class at the near end, how many objects at the **near end** may exist."

Example Multiplicities (default=*)

0..* (=*) or 1..* or 0..1 or 1..1 (=1) ... 2..5 ...



Attributes and Operations of Classes

Attributes and Operations

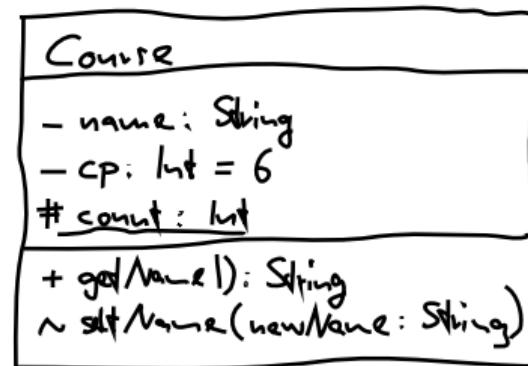
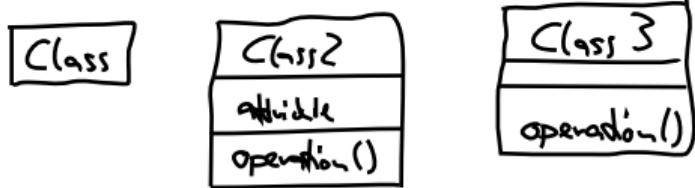
[UML User Guide]

"An **attribute** is a named property of a class that describes a range of values that instances of the property may hold. [...] An **operation** is the implementation of a service that can be requested from any object of the class to affect behavior. In other words, an operation is an abstraction of something you can do to an object that is shared by all objects of that class." **Static** attributes and operations exist only once for each class and are underlined (opposed to **instance** ones).

Visibility Modifiers

[UML User Guide]

- : private is available only in this class
- +: public is available from each class
- #: protected is available from each subclass
- ~: package is available in classes of same package



Completeness of Attributes and Operations

UML User Guide:

“When drawing a class, you don't have to show every attribute and every operation at once. In fact, in most cases, you can't (there are too many of them to put in one figure) and you probably shouldn't (only a subset of these attributes and operations are likely to be relevant to a specific view). For these reasons, you can elide a class, meaning that you can choose to show only some or none of a class's attributes and operations.”

Aggregation and Composition of Classes

Aggregation

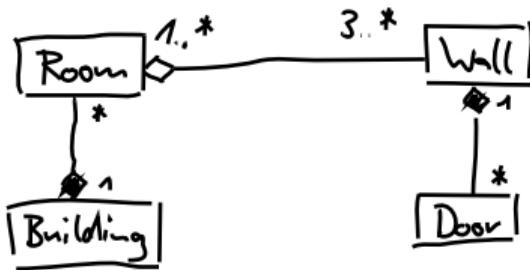
[adapted from UML User Guide]

Aggregation is a special association in which one class represents a larger thing (the whole), which consists of smaller things (the parts) (i.e., has-a relationship). In contrast, a plain association between two classes represents a structural relationship between peers, meaning that both classes are conceptually at the same level.

Composition

[UML User Guide]

“**Composition** is a form of aggregation, with strong ownership and coincident lifetime as part of the whole. Parts with non-fixed multiplicity may be created after the composite itself, but once created they live and die with it. Such parts can also be explicitly removed before the death of the composite.”



I'VE DEVELOPED A
NEW PROGRAMMING
LANGUAGE!

DIDN'T A JUDGE
ORDER YOU TO
STOP DOING THAT?



HIGHER COURT THREW
OUT THE RULING!
I'M BACK, SUCKERS!

DAMMIT.



BUT I PROMISE IT'S
GOOD THIS TIME!
JUST NORMAL CODE.
GOOD CLEAN SYNTAX.
NOTHING WEIRD.

OKAY...



EXCEPT THE ONLY VARIABLE NAME
IS "X." TO REFER TO DIFFERENT
VARIABLES YOU HAVE TO WRITE
"X" IN DIFFERENT FONTS.

I'M CALLING
THE COURT.



MAYBE WE
CAN APPEAL.

Inheritance Relationships

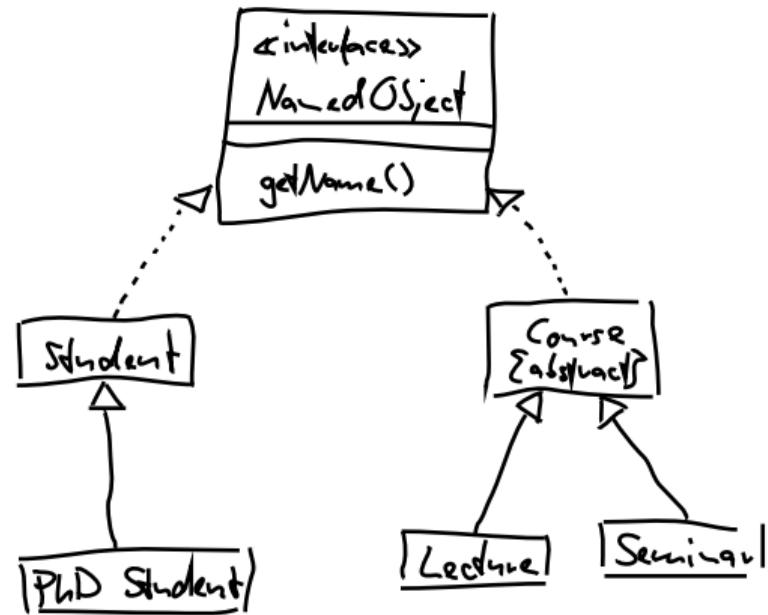
Generalization and Abstract Classes

"A **generalization** is a relationship between a general kind of thing (called the superclass or parent) and a more specific kind of thing (called the subclass or child). Generalization is sometimes called an *is-a-kind-of* relationship: one thing *is-a-kind-of* a more general thing." If a superclass cannot be instantiated it is an **abstract class** (also denoted with *italic name*). (Generalisierung, abstrakte Klasse)

[UML User Guide]

Interfaces and Realization

An **interface** is a special class that only has static non-private attributes, abstract non-private operations, cannot be instantiated, and not be in a generalization relationship. Classes may **realize** an interface. (Schnittstelle, Realisierung)



Rules and Hints for Class Diagrams

Rules for Class Diagrams

- Class and attribute names are short nouns or noun phrases
- Operation names are verbs or short phrases starting with verbs
- Use camel case, whereas the first letter of attributes and operations is not capitalized
- A class has an arbitrary number of attributes/operations, any subset thereof shown in a diagram
- No cycles in inheritance relationships
- Abstract operations only live in abstract classes
- Interfaces cannot have private members (attributes/operations)
- Each class can only be a **part** of one composition

Hints on Inheritance

[UML User Guide]

“An object of the child class may be used for a variable or parameter typed by the parent, but not the reverse. In other words, generalization means that the child is substitutable for a declaration of the parent. A child inherits the properties of its parents, especially their attributes and operations. Often—but not always—the child has attributes and operations in addition to those found in its parents. An implementation of an operation in a child overrides an implementation of the same operation of the parent; this is known as polymorphism. To be the same, two operations must have the same signature (same name and parameters).”

Modeling Structure with Class Diagrams

Lessons Learned

- What are class diagrams?
- Notation and semantics of association, role, multiplicity, (static) attribute, (static/abstract) operation, visibility modifiers, aggregation, composition, generalization, abstract class, interface, realization
- Further Reading: [UML User Guide](#), Chapter 4–5 and 9–10

Practice

- See [Moodle](#)
- Sketch a class diagram with 3–5 classes for a software of your choice. However, add at least one error violating the rules of class diagrams (design errors do not count and are ignored for this exercise).
- Upload your diagram to Moodle and find one error in one other diagram (graphical corrections with red color).

Lecture Contents

1. Introduction to Software Design
2. Modeling Structure with Class Diagrams
3. Modeling Interactions with Sequence Diagrams

Recap: 14 Types of UML Diagrams

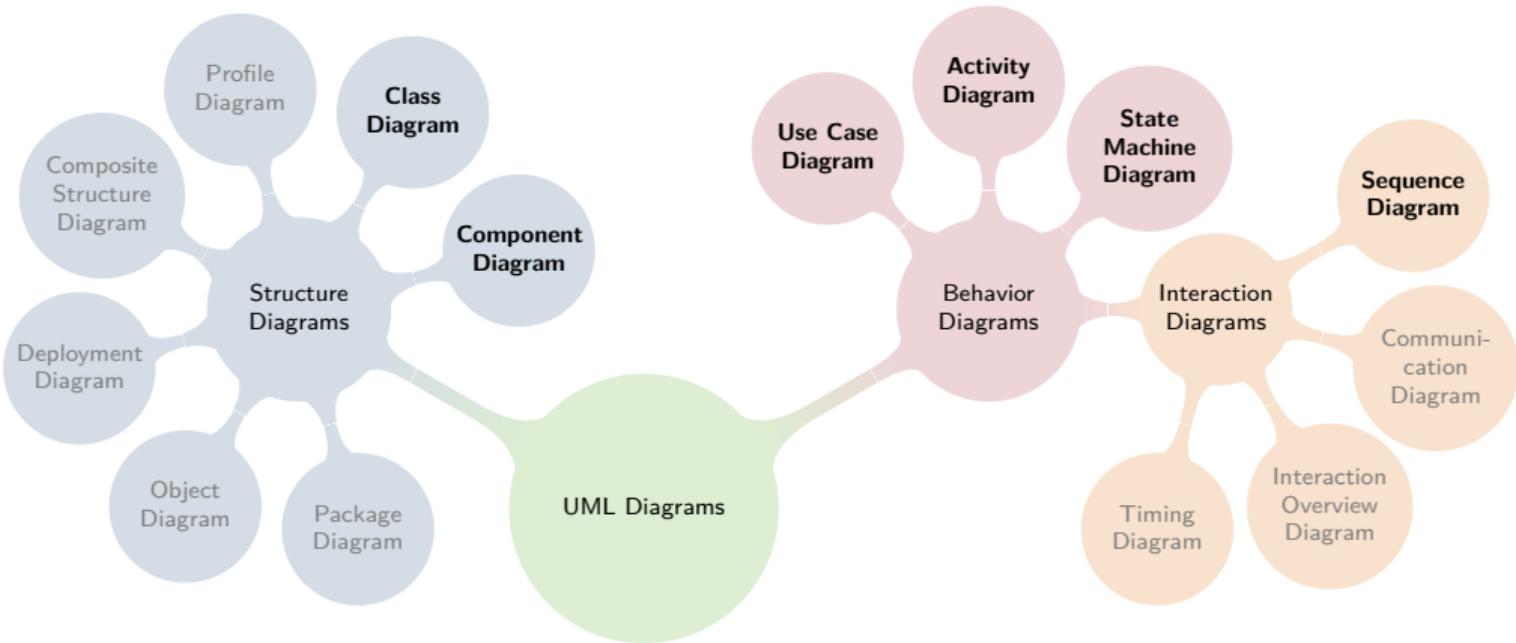
Sequence Diagrams ([Sequenzdiagramme](#))

Rules for Sequence Diagrams

Recap: 14 Types of UML Diagrams

Lessons Learned

Recap: 14 Types of UML Diagrams [UML 2.5.1]

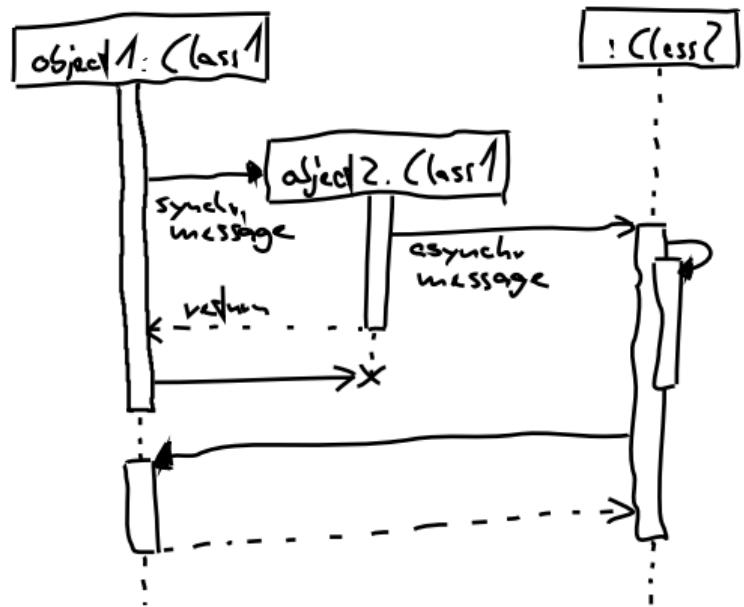


Sequence Diagrams (Sequenzdiagramme)

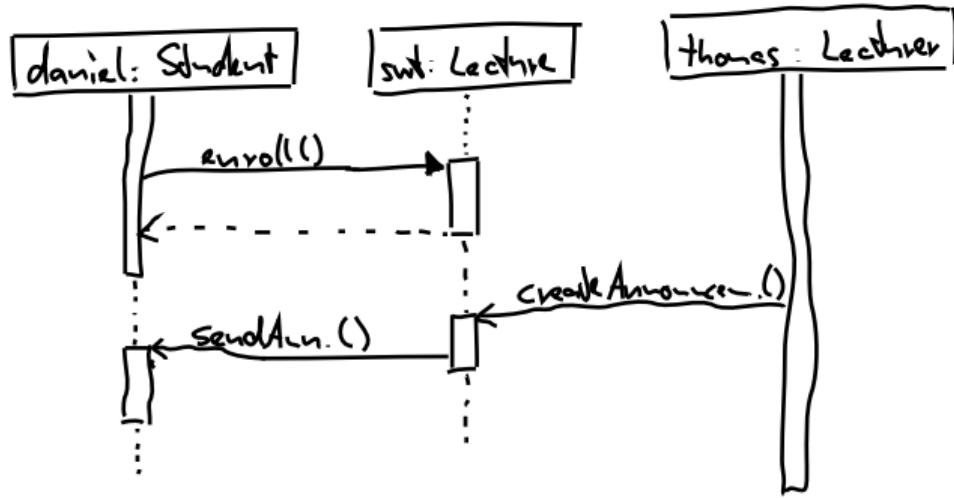
Sequence Diagram

[UML Reference Manual]

"A sequence diagram displays an interaction as a two-dimensional chart. The **vertical dimension** is the time axis; time proceeds down the page. The **horizontal dimension** shows the roles that represent individual objects in the collaboration. Each role is represented by a vertical column containing a head symbol and a vertical line – a **lifeline**. During the time an object exists, it is shown by a dashed line. During the time an execution specification of a procedure on the **object is active**, the lifeline is drawn as a double line. [...] A **message** is shown as an arrow from the lifeline of one object to that of another. The arrows are arranged in time sequence down the diagram. An **asynchronous message** is shown with a stick arrowhead." (Lebenslinie, Aktivierungsbalken, (a)synchrone Nachricht)



Example of a Sequence Diagram

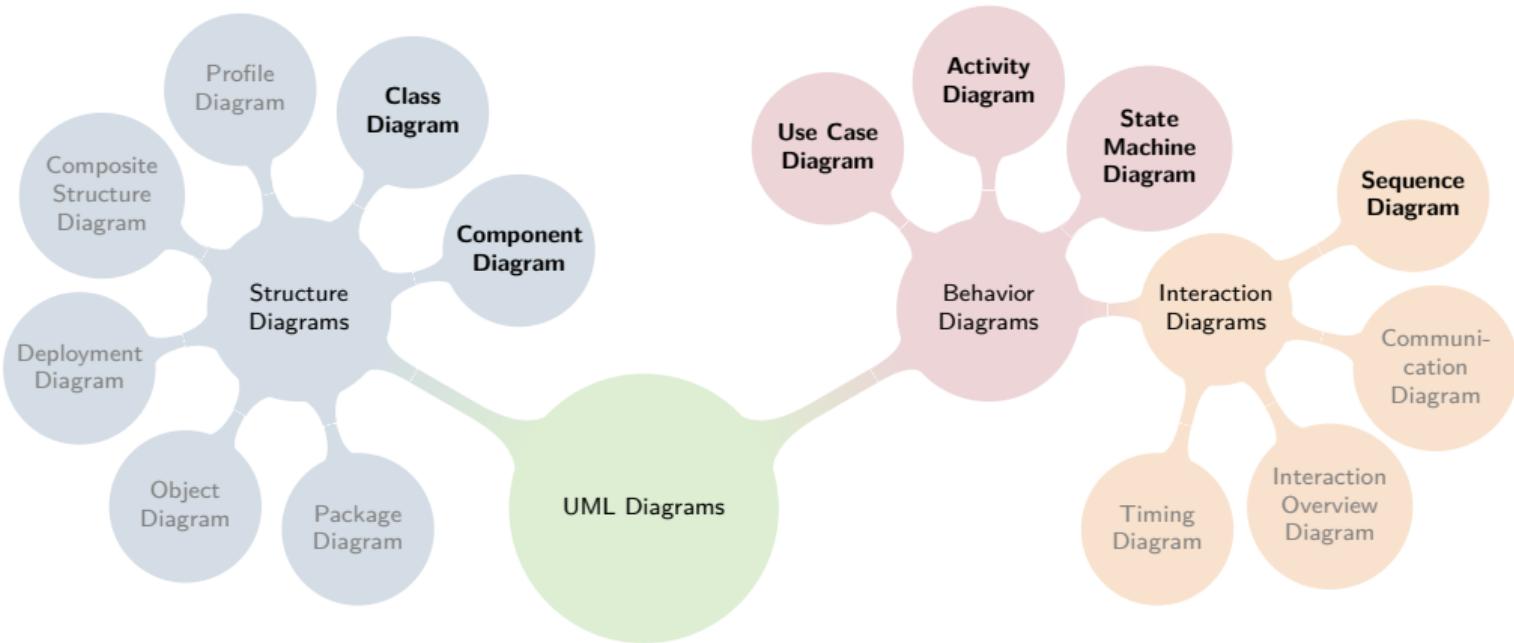


Rules for Sequence Diagrams

Rules for Sequence Diagrams

- Activity of objects begins at the role or with a message
- Only active objects can send messages
- Every synchronous message has its own return (in this lecture, optional in UML)
- Every return has its own synchronous message
- Activities can be stacked to arbitrary, but finite depth
- A destroyed object is dead forever
- Ordering of messages for each single lifetime matters
- Distance of messages in the diagram does not imply timing constraints

Recap: 14 Types of UML Diagrams [UML 2.5.1]



Modeling Interactions with Sequence Diagrams

Lessons Learned

- What are sequence diagrams?
- Notation and semantics of roles, lifelines, (stacked) activity, (a)synchronous message, return
- Further Reading: [UML Reference Manual](#)
Chapter 9 and [UML User Guide](#) Chapter 19

Practice

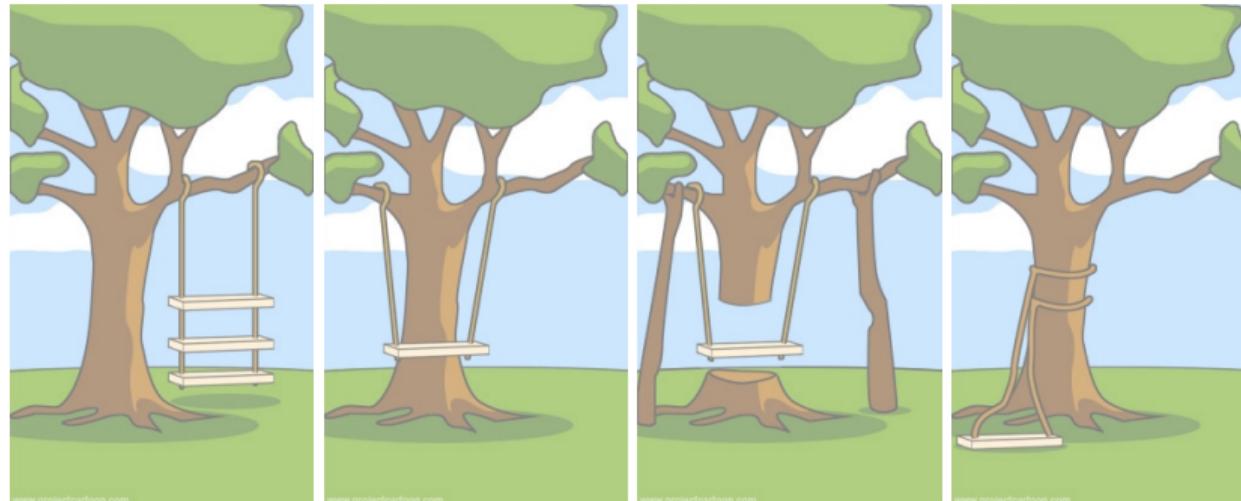
- See [Moodle](#)
- Sketch a sequence diagram with 2–4 roles for a messenger app.
- Upload your diagram to Moodle and correct other solutions if you find errors.



Software Engineering

6. Implementation | Thomas Thüm | November 24, 2021

Implementation in Software Projects



how the customer
explained it

how the project
leader understood it

how the analyst
designed it

how the programmer
implemented it

Lecture Overview

1. Programming Languages
2. Coding Conventions
3. Tools and Environments

Lecture Contents

1. Programming Languages

Questionnaire Results

Analysis and Design

History of Programming Languages

Programming Languages Today

Choice of Programming Languages

Popularity of Programming Languages

Excursion: Windows Calc

Lessons Learned

2. Coding Conventions

3. Tools and Environments

Questionnaire Results

1

Warst du jemals betroffen von einer Softwarepanne?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	82%	59
Nein	18%	13

2

Hast du dich im letzten Semester über Softwarefehler geärgert?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	88%	61
Nein	12%	8

3

Hast du selbst Programmiererfahrung?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	93%	65
Nein	7%	5

4

Hast du bereits Software getestet?

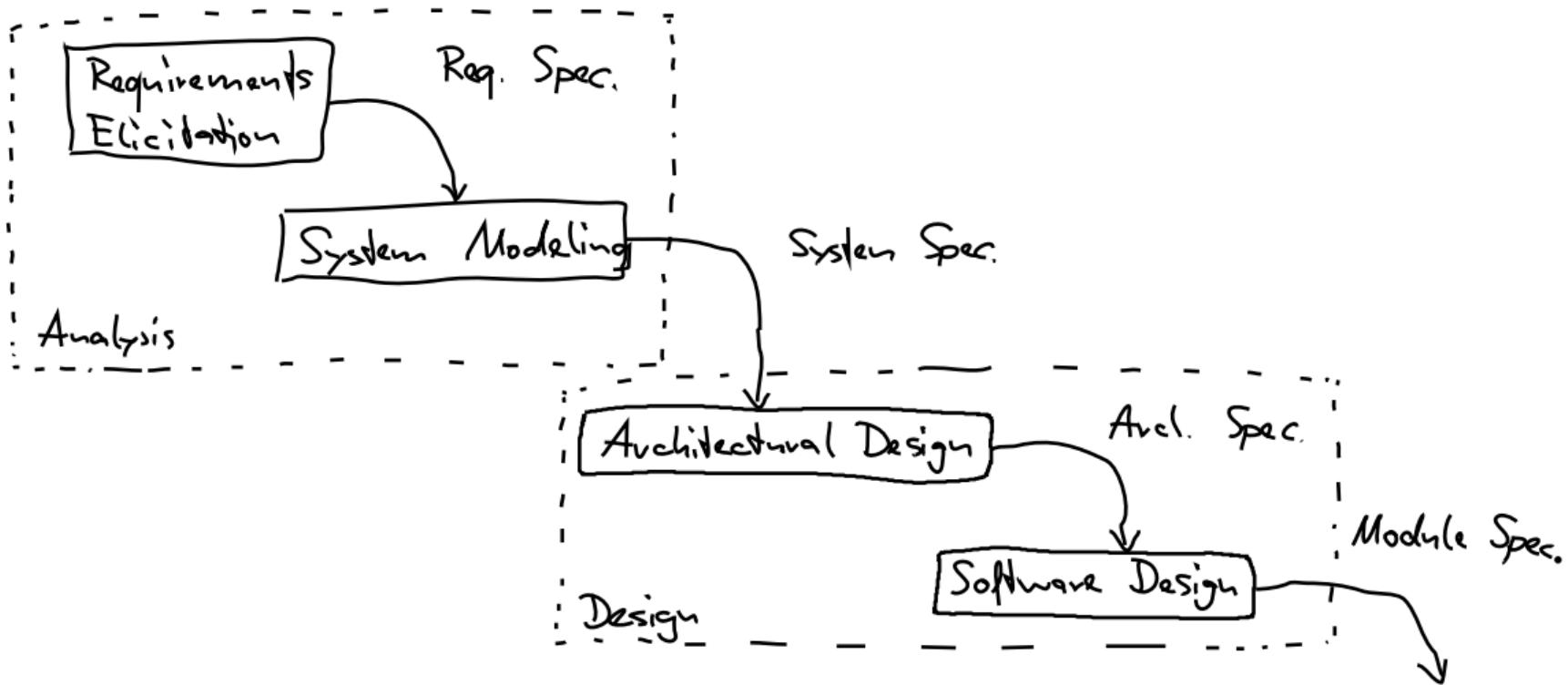
Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	53%	38
Nein	47%	34

5

Hast du schon mal Programmierfehler verursacht?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	87%	60
Nein	13%	9

Analysis and Design



History of Programming Languages

Languages

[Jones + Krypczyk/Bochkor]

- 1945: first high-level language Plankalkül by Konrad Zuse (compiler written in 1998)
- 1954: first professional high-level language FORTRAN (Formula Translator) by IBM
- 1963: Basic as general-purpose language
- 1959: functional language Lisp
- 1970: first object-oriented lang. Smalltalk-80
- 1970: declarative language SQL
- 1971: Pascal by Niklaus Wirth for teaching
- 1974: very common procedural language C
- 1977: logical language Prolog
- 1980: C++ as object-oriented extension of C
- 1990: object-oriented language Java
- 1990: functional language Haskell
- 1991: multi-paradigm language Python
- 1995: scripting language JavaScript

Milestones

[Jones]

- controlling behavior of mechanical devices by wiring or with punchcards ([Lochkarten](#))
- machine languages used during World War II
- assembly languages: distinction between human-readable instructions (source code) and executable instructions (object code)
- birth of compilers and interpreters having a one-to-many mapping between source and object code (opposed to one-to-one mapping in assemblers)
- structured programming pioneered by David Parnas and Edsger Dijkstra
- high-level programming languages: high number of executable for each human-readable instruction
- domain-specific languages, later general-purpose programming languages

Programming Languages Today

Today

[Jones + Krypczyk/Bochkor]

- 2002: C# by Microsoft
- 2009: Go by Google
- 2010: Rust by Mozilla Research
- 2014: Swift by Apple
- thousands of programming languages
- very few programming languages used for more than 10 years
- languages used for more than 25 years: Ada, C, C++, COBOL, Java, Objective C, PL/I, SQL, Visual Basic, ...

Many Languages

[Jones]

- good: fit for every use case
- bad: developer training for new and dead languages, expensive tool support

Choice of Programming Languages

Desired Properties

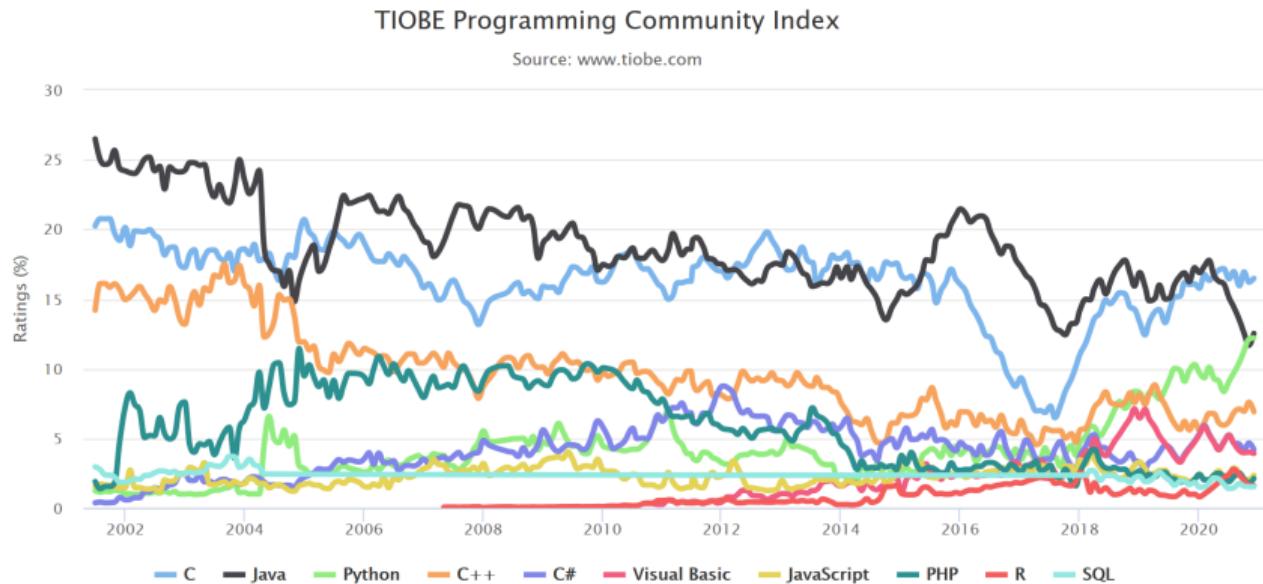
[Ludewig and Licher]

- modular implementation
- separation of interfaces and implementations
- type system: strongly/weakly typed languages
- readable syntax (FORTRAN vs ALGOL60)
- automatic pointer management (C vs Java)
- exception handling

Criteria in Practice

- language required by the company or customer?
- existing infrastructure?
- domain-specific languages available?
- language known/liked by developers?
- available libraries?
- available tool support?
- language popularity?
- what may change in the future?

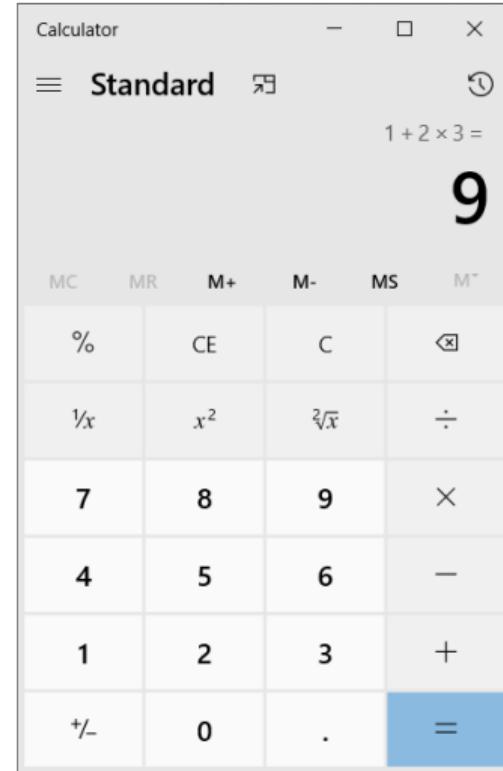
Popularity of Programming Languages



Popularity of Programming Languages

Programming Language	2020	2015	2010	2005	2000	1995	1990	1985
C	1	2	2	1	1	1	1	1
Java	2	1	1	2	3	29	-	-
Python	3	5	6	7	22	13	-	-
C++	4	3	3	3	2	2	2	8
C#	5	4	5	6	10	-	-	-
JavaScript	6	8	10	10	7	-	-	-
PHP	7	6	4	4	19	-	-	-
SQL	8	-	-	-	-	-	-	-
R	9	14	46	-	-	-	-	-
Swift	10	15	-	-	-	-	-	-
Lisp	29	26	14	13	9	6	4	2
Fortran	31	21	24	14	13	14	3	5
Ada	34	23	21	16	17	3	9	3

Excursion: Windows Calc





Patrick McKenzie

[[twitter.com](#)]

“Every great developer you know got there by solving problems they were unqualified to solve until they actually did it.”



Bill Gates

[[code.org](#)]

“Learning to write programs stretches your mind, and helps you think better, creates a way of thinking about things that I think is helpful in all domains.”

Programming Languages

Lessons Learned

- Historical perspective on programming
- Criteria for choosing languages
- Popularity of programming languages
- Further Reading on Programming Languages: [Jones](#), Chapter 8 Programming and Code Development +
[Krypczyk/Bochkor](#), Chapter 2.4 Programming Languages

Practice

- See [Moodle](#)
- Look at the [code of my calculator](#) and think about possible improvements to the code quality
- Share your thoughts with your colleagues in Moodle (before watching Part 2)

Lecture Contents

1. Programming Languages

2. Coding Conventions

Understanding the Corona-Warn-App

Code Formatting

Rules on Naming

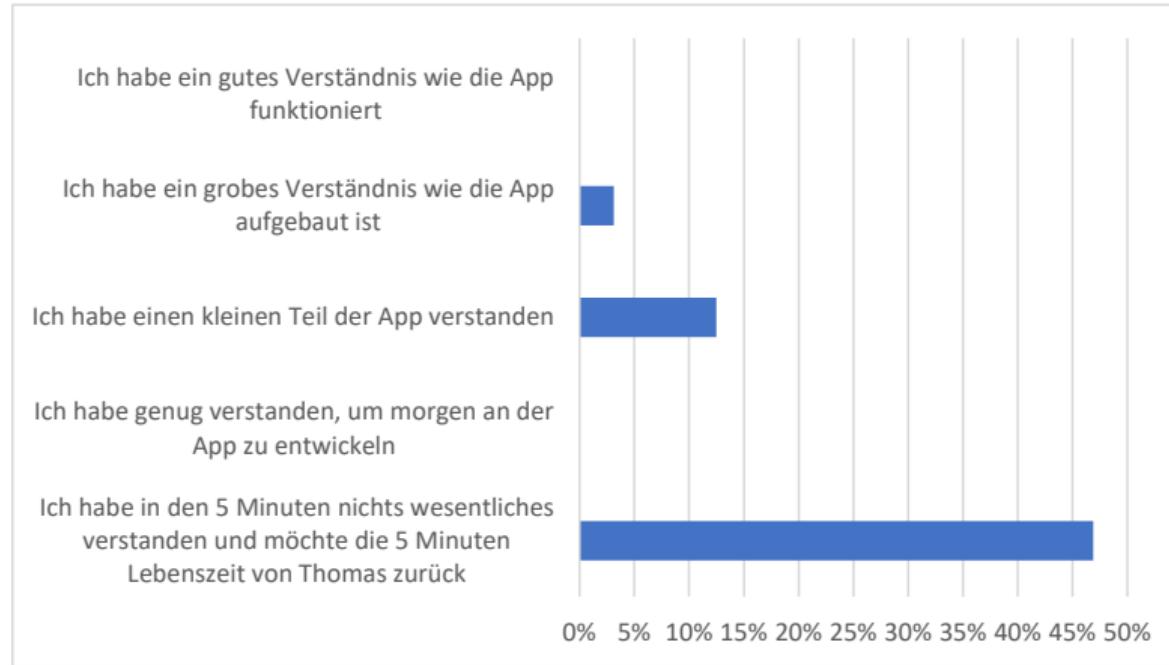
Code Documentation

Excursion: Revising Thomas' Calculator

Lessons Learned

3. Tools and Environments

Understanding the Corona-Warn-App





Douglas Crockford

[Crockford 2008]

"It turns out that style matters in programming for the same reason that it matters in writing. It makes for better reading."



François Chollet

[twitter.com]

"In software, naming matters, because names reflect how you think about a problem. Code is also communication, and naming is a big part of making it work."

Code Formatting

Code Formatting

- motivation: code is read much more often and by more developers than written
- avoid differences by each programmer
- indentation: typically 4 characters per level
- length of a line: often 80 or 100 characters
- extra indentation: typically 8 characters when breaking extra long lines
- empty lines between methods and attributes
- automated code formatters available (on demand or when saving the editor)
- typical formatting rules for each language
- automated code formatters are configurable (handle with care)

Rules on Naming

Unwanted Names

- single character as a name
- very long names
- names consisting only of special chars
- synonyms: delete, remove, clear
- abbreviations (unless very common)

Wanted Names

- nouns for class names: Calculator
- nouns for attribute names: calculateButton
- verbs for method names: getCalculator(), evaluate(), isZero(), hasChildren(), setValue()
- CamelCaseNotation for classes, attributes, methods, local variables, parameters
- UPPER_CASE_NOTATION for constants
- lowercasenotation for package names



Martin Fowler (1999)

[Fowler's Refactoring]

“Any fool can write code that a computer can understand. Good programmers write code that humans can understand.”



Cory House

[twitter.com]

“Code is like humor. When you have to explain it, it’s bad.”

Code Documentation

Comments ...

- in source code are easier to maintain (than in external documents)
- should be written while editing the code
- can be used to generate documentation (e.g., JavaDoc, Doxygen)
- are used to specify classes and public methods (e.g., parameters, exceptions, dependencies)
- document hacks, side effects and unfinished parts (e.g., TODO)
- should not paraphrase the code



Ryan Campbell

[problemsolving.io]

“Commenting your code is like cleaning your bathroom - you never want to do it, but it really does create a more pleasant experience for you and your guests.”

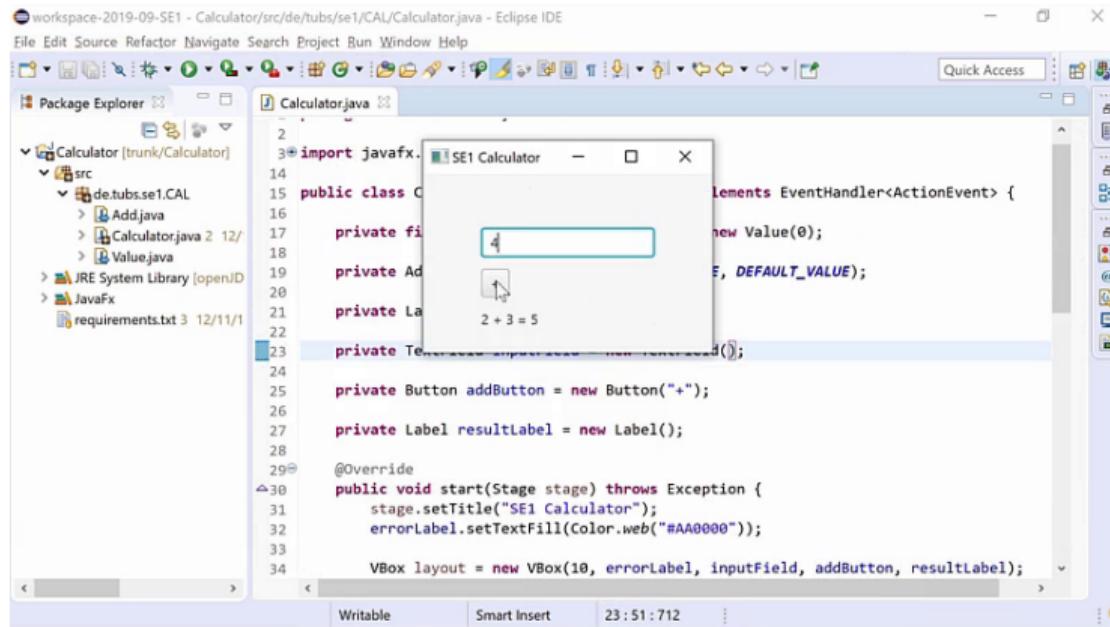


Steve McConnell (2004)

[Code Complete]

“Good code is its own best documentation. As you’re about to add a comment, ask yourself, “How can I improve the code so that this comment isn’t needed?” Improve the code and then document it to make it even clearer.”

Excursion: Revising Thomas' Calculator



Coding Conventions

Lessons Learned

- Coding conventions ([Programmierrichtlinien](#))
- Formatting, naming, comments, and documentation
- Further Reading: [Google's Java Style Guide](#)

Practice

- See [Moodle](#)
- Optional: inspect [changes of the live coding](#)
- The [resulting code](#) does not contain any comments. Give an example comment.
- Argue for one other comment whether it is useful or not?

Lecture Contents

1. Programming Languages
2. Coding Conventions
3. Tools and Environments
 - Computer-Aided Software Engineering
 - Overview on Development Tools
 - Excursion: Extending Thomas' Calculator
 - Lessons Learned

Computer-Aided Software Engineering

Terms

[adapted from Ghezzi/Jazayeri/Mandrioli]

A **tool** is an application that supports a particular activity. An **environment** is a collection of related tools. Tools and environments aim at automating some of the activities that are involved in software engineering. The generic term for this field of study is **computer-aided software engineering**.

nano? REAL
PROGRAMMERS
USE emacs



HEY. REAL
PROGRAMMERS
USE vim.



WELL, REAL
PROGRAMMERS
USE ed.



NO, REAL
PROGRAMMERS
USE cat.



REAL PROGRAMMERS
USE A MAGNETIZED
NEEDLE AND A
STEADY HAND.



EXCUSE ME, BUT
REAL PROGRAMMERS
USE BUTTERFLIES.



THEY OPEN THEIR
HANDS AND LET THE
DELICATE WINGS FLAP ONCE.

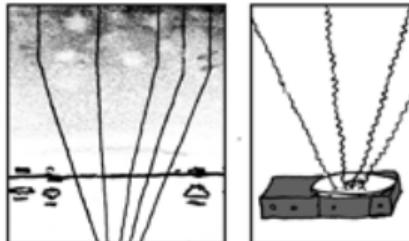


THE DISTURBANCE RIPPLES
OUTWARD, CHANGING THE FLOW
OF THE EDDY CURRENTS
IN THE UPPER ATMOSPHERE.



THESE CAUSE MOMENTARY POCKETS
OF HIGHER-PRESSURE AIR TO FORM,

WHICH ACT AS LENSES THAT
DEFLECT INCOMING COSMIC
RAYS, FOCUSING THEM TO
STRIKE THE DRIVE PLATTER
AND FLIP THE DESIRED BIT.



NICE.
'COURSE, THERE'S AN EMACS
COMMAND TO DO THAT.
OH YEAH! GOOD OL'
C-x M-c M-butterfly...



DAMMIT, EMACS.

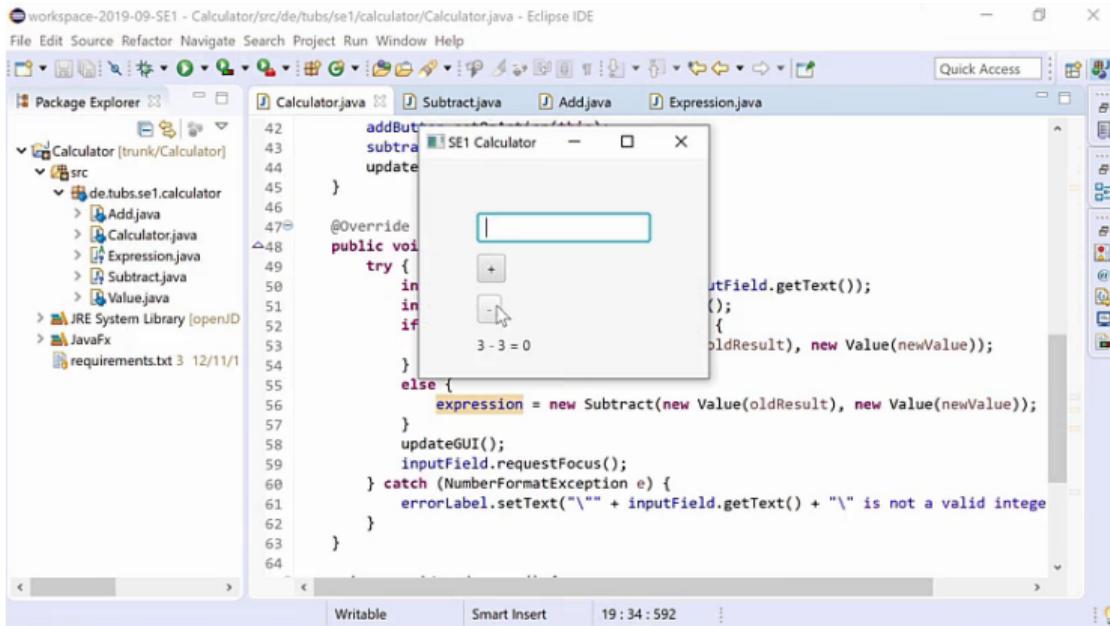
Overview on Development Tools

Variety of Tools

[Ghezzi/Jazayeri/Mandrioli]

- text(ual) editors: emacs, vim, ed, Word, ...
- graphical editors: UML editors, Powerpoint, ...
- assembler, compiler, interpreter
- configuration management tools: git, SVN, CVS, ...
- tracking tools (issue trackers): Github, Gitlab, ...
- tools for code navigation and refactoring
- tools for test specification, generation, execution, reporting
- tools for static and dynamic code analysis (e.g., debugger), reverse/reengineering, project management
- integrated development environments (IDEs): Eclipse, IntelliJ, Android Studio, Visual Studio

Excursion: Extending Thomas' Calculator



Tools and Environments

Lessons Learned

- Tool supports by means of tools, environments, and IDEs
- Further Reading: [Ghezzi/Jazayeri/Mandrioli](#), Chapter 9 Software Engineering Tools and Environments

Practice

- See [Moodle](#)
- Choose a tool or an IDE.
- Tryout tooling that you have learned about in this video but never used before (e.g., automated code formatting or code navigation).
- Post a screenshot and brief description in Moodle.



Software Engineering

7. Design Patterns | Thomas Thüm | December 13, 2021

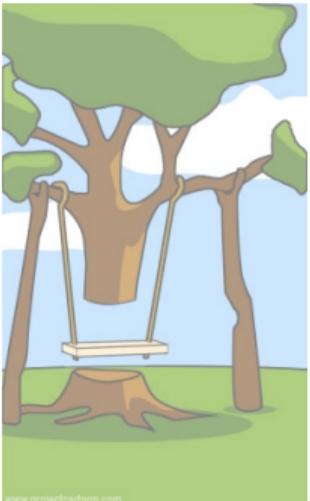
Design Patterns (Entwurfsmuster)



how the customer
explained it



how the project
leader understood it

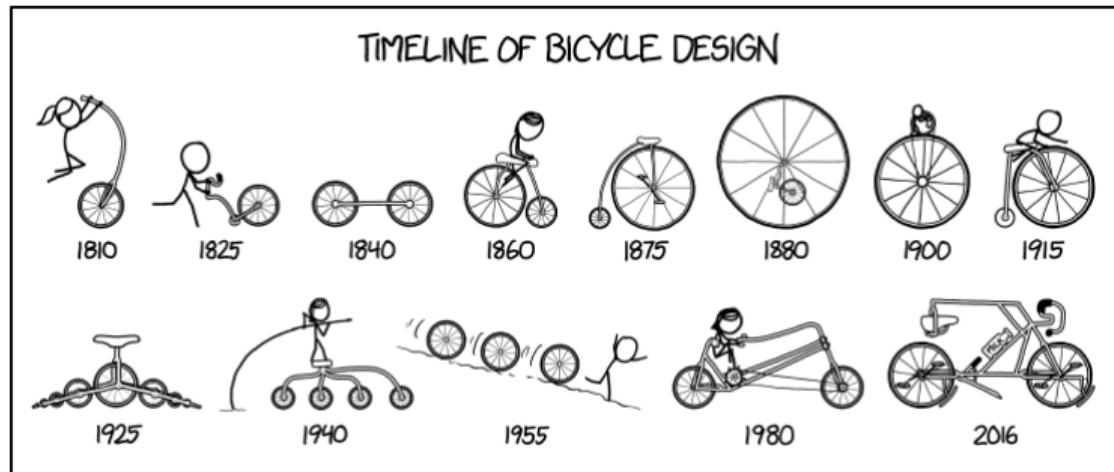


how the analyst
designed it



how the programmer
implemented it

Tired of Swings? What about Bikes?



Lecture Overview

1. Structural Patterns
2. Creational Patterns
3. Behavioral Patterns

Lecture Contents

1. Structural Patterns

Gang of Four

Design Patterns

Overview on Design Patterns

Object Adapter Pattern

Composite Pattern

Excursion: Show Complete Formula

Decorator Pattern

Example of the Decorator Pattern

Excursion: Introduce Necessary Brackets

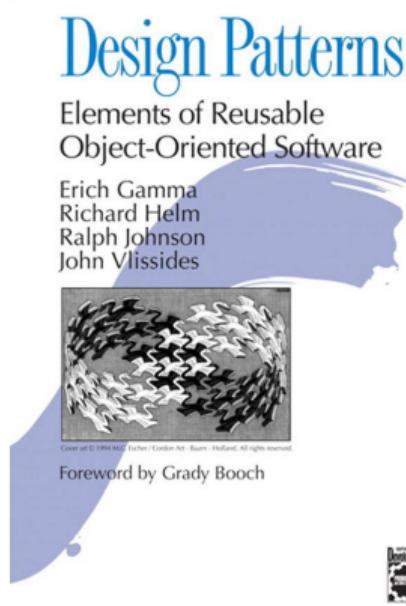
Overview on Design Patterns

Lessons Learned

2. Creational Patterns

3. Behavioral Patterns

Gang of Four [Gang of Four (GoF)]



Design Patterns

[Gang of Four]

Motivation

"Designing object-oriented software is hard, and designing **reusable** object-oriented software is even harder. [...] It takes a long time for novices to learn what good object-oriented design is all about. Experienced designers evidently know something inexperienced ones don't. What is it?"

Design Patterns (Entwurfsmuster)

pattern name for communication and high-level abstraction

problem when to apply the pattern

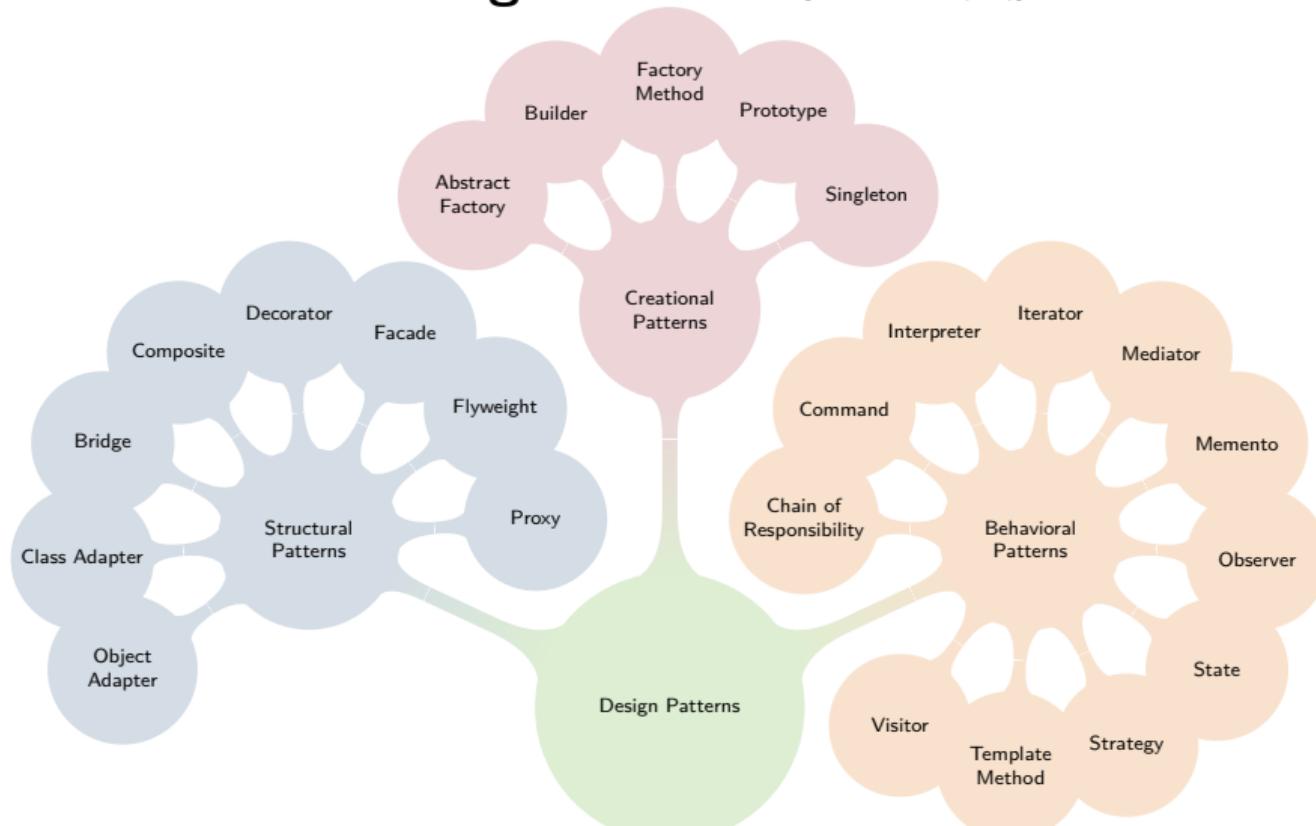
solution template on how to arrange classes and objects

consequences trade-offs of applying the pattern

Kinds of Patterns

"Creational patterns (**Erzeugungsmuster**) concern the process of object creation. Structural patterns (**Strukturmuster**) deal with the composition of classes or objects. Behavioral patterns (**Verhaltensmuster**) characterize the ways in which classes or objects interact and distribute responsibility."

Overview on Design Patterns [Gang of Four (GoF)]



Object Adapter Pattern

Object Adapter

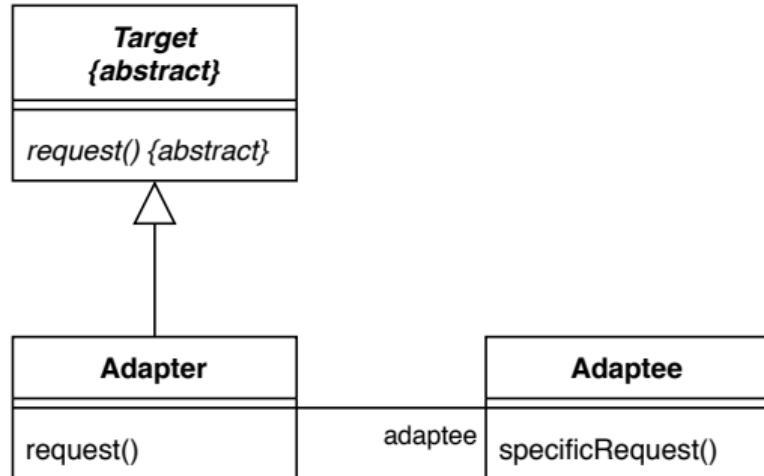
[Gang of Four]

intent “Convert the interface of a class into another interface clients expect. Adapter lets classes work together that couldn’t otherwise because of incompatible interfaces.”

aka. wrapper

motivation enable reuse of classes even though incompatible interfaces cannot be made compatible

idea create a new class with a compatible interface that forwards all requests



Composite Pattern

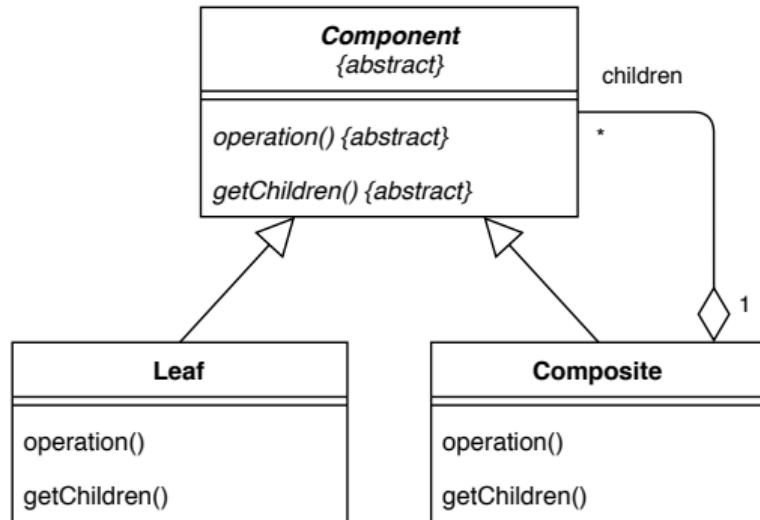
Composite

[Gang of Four]

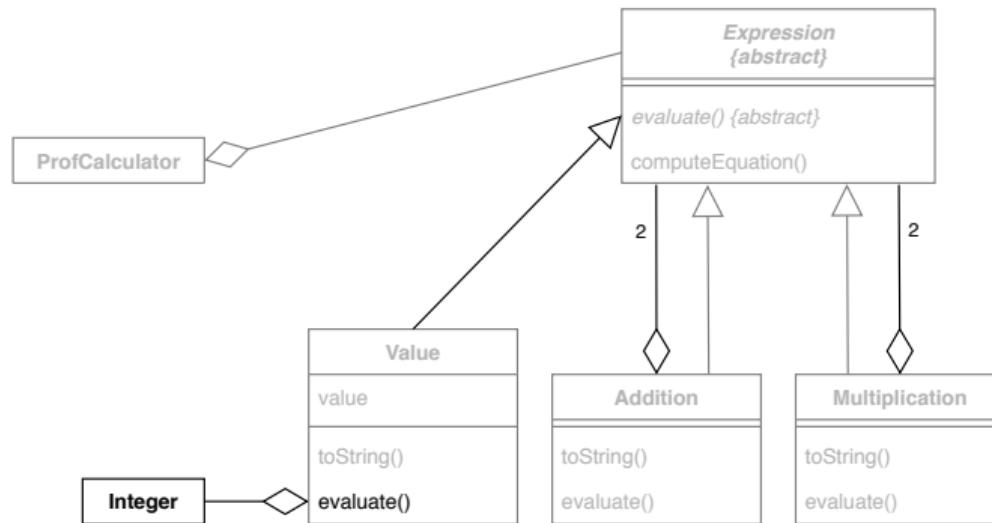
intent “Compose objects into tree structures to represent part-whole hierarchies. Composite lets clients treat individual objects and compositions of objects uniformly.”

motivation avoid case distinctions for primitive and compound objects

idea create a common abstract super class enabling a unified access



Excursion: Show Complete Formula



Decorator Pattern

Decorator

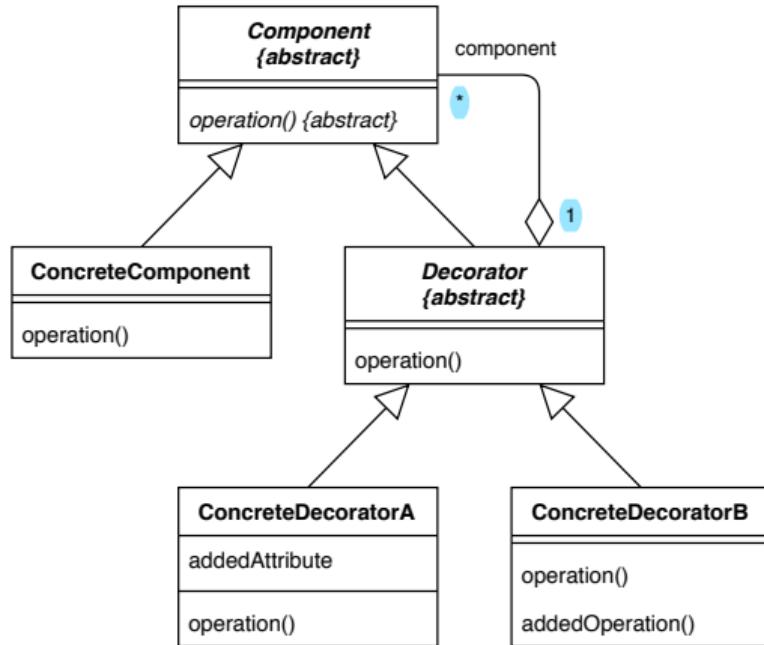
[Gang of Four]

intent “Attach additional responsibilities to an object dynamically. Decorators provide a flexible alternative to subclassing for extending functionality.”

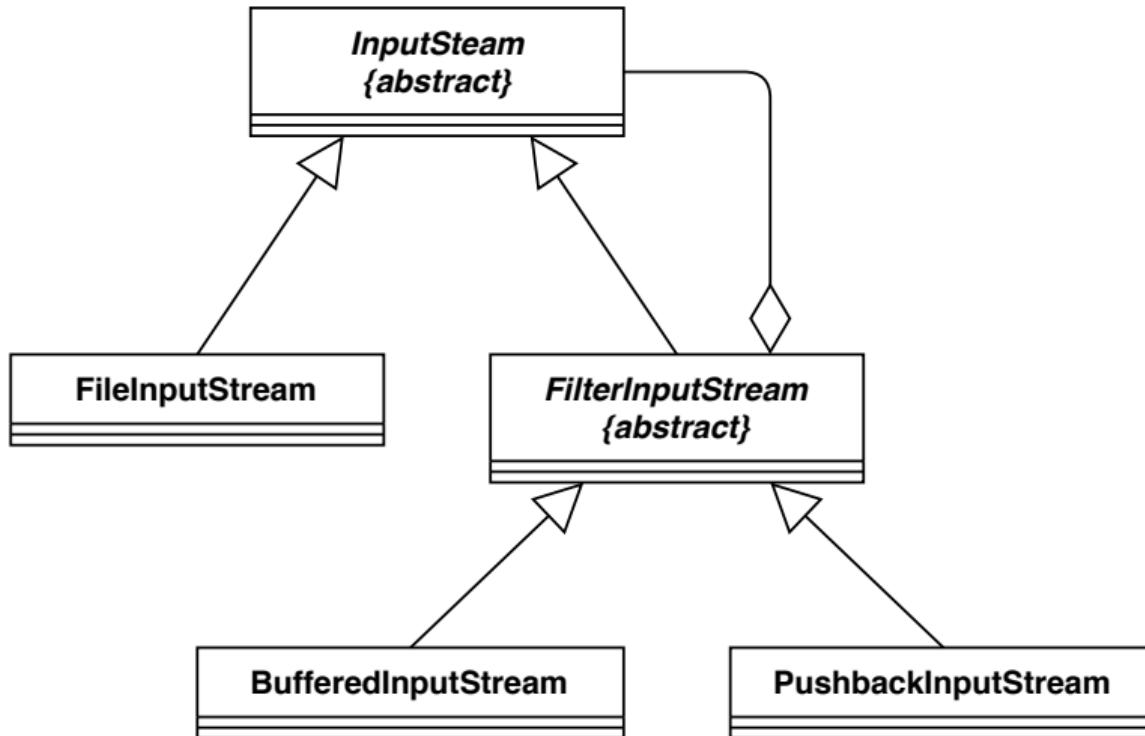
aka. wrapper (again)

motivation avoid explosion of static classes when combining all additional behaviors with all applicable classes

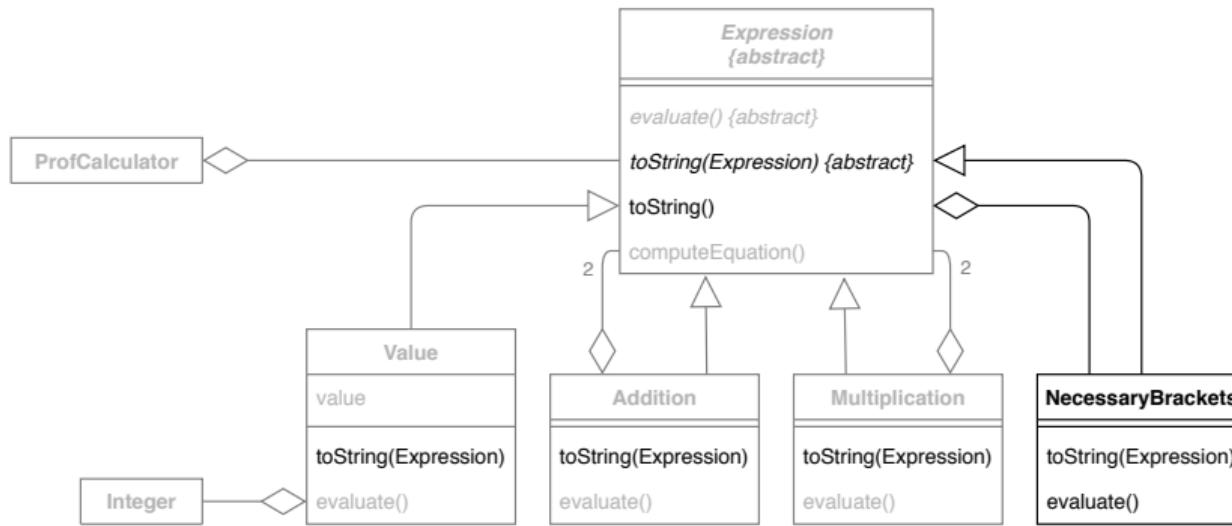
idea create decorators and components with the same interface, whereas decorators forward behavior whenever feasible



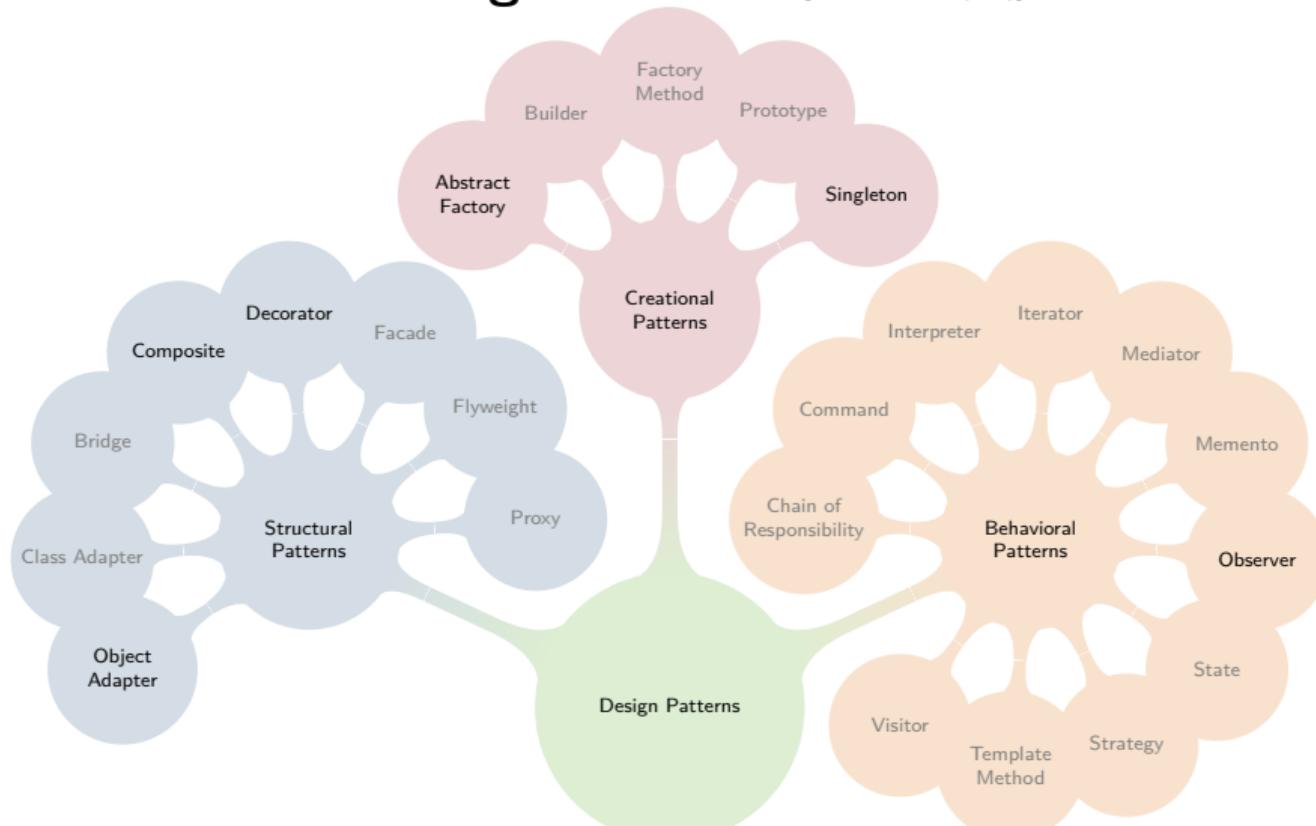
Example of the Decorator Pattern



Excursion: Introduce Necessary Brackets



Overview on Design Patterns [Gang of Four (GoF)]



Structural Patterns

Lessons Learned

- Design patterns by the Gang of Four
- Object adapter, composite pattern, decorator pattern
- Further Reading: [Gang of Four \(GoF\)](#), Chapter 4

Practice

- See [Moodle](#)
- Inspect code on Github: <https://github.com/tthuem/2020WS-SWT-Calculator/tree/xmaslecturev1>
- Implement further operations or the ability to show formulas without brackets and by using evaluation if needed (and checkbox to switch between brackets and evaluation)
- Fork the project on Github, upload your changes, and send pull request to get feedback

Lecture Contents

1. Structural Patterns

2. Creational Patterns

Singleton Pattern

Excursion: Add Logging for Debugging

Abstract Factory Pattern

Excursion: Create Styles for GUI

Overview on Design Patterns

Lessons Learned

3. Behavioral Patterns

Singleton Pattern

Singleton

[Gang of Four]

intent "Ensure a class [has only] one instance, and provide a global point of access to it."

motivation avoid the uncontrolled creation of multiple instances

idea a private constructor is called on class initialization and a public static method is used for access to that single instance

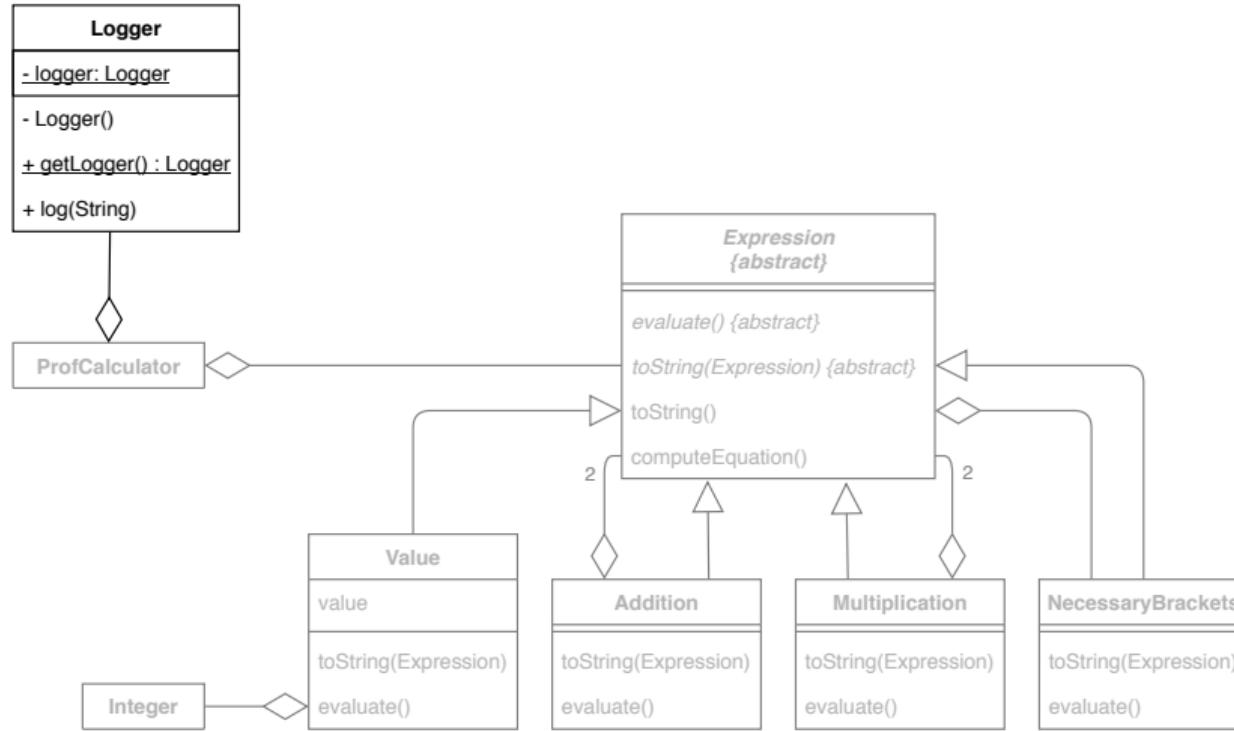
Singleton

- instance: Singleton

- Singleton()

+ getInstance(): Singleton

Excursion: Add Logging for Debugging



Abstract Factory Pattern

Abstract Factory

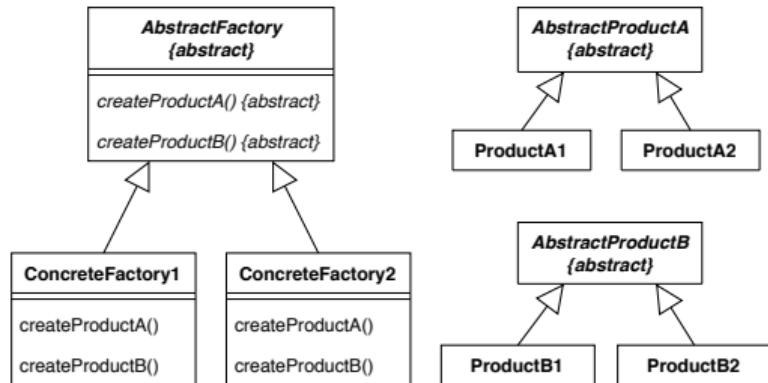
[Gang of Four]

intent “Provide an interface for creating families of related or dependent objects without specifying their concrete classes.”

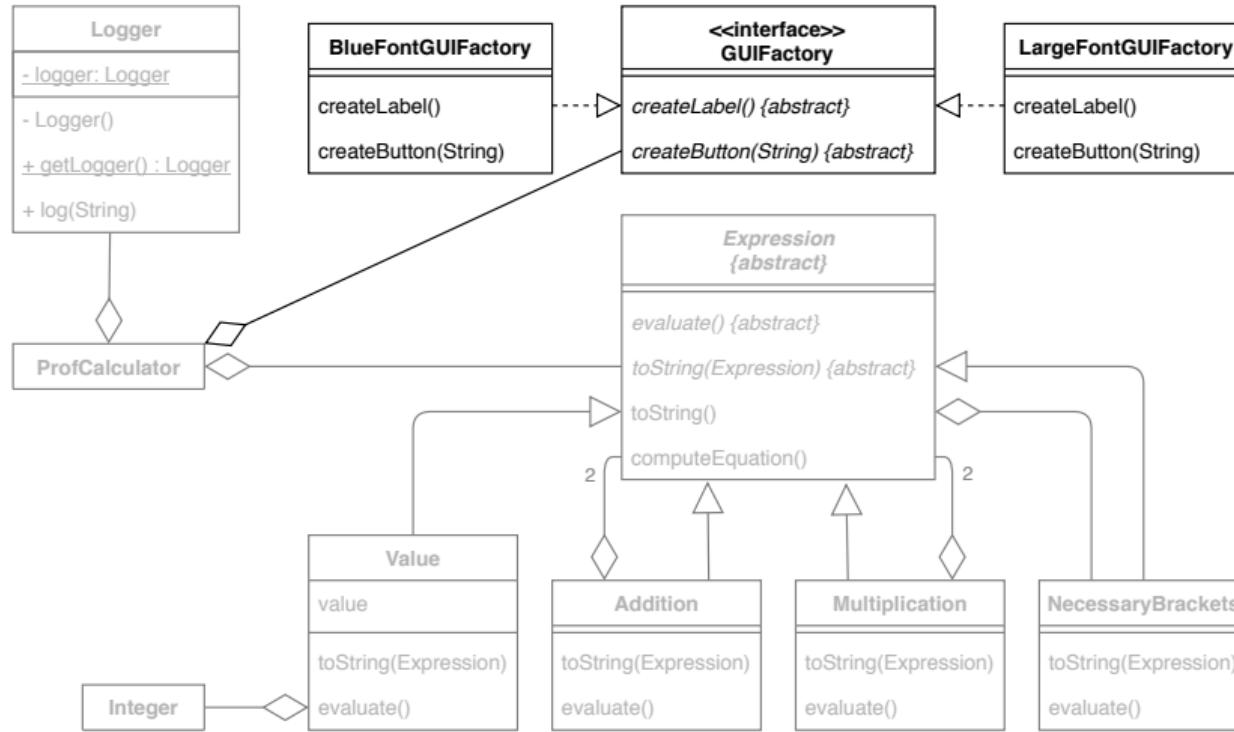
aka. kit

motivation avoid case distinctions when creating objects of certain kind, consistently create objects of a particular kind

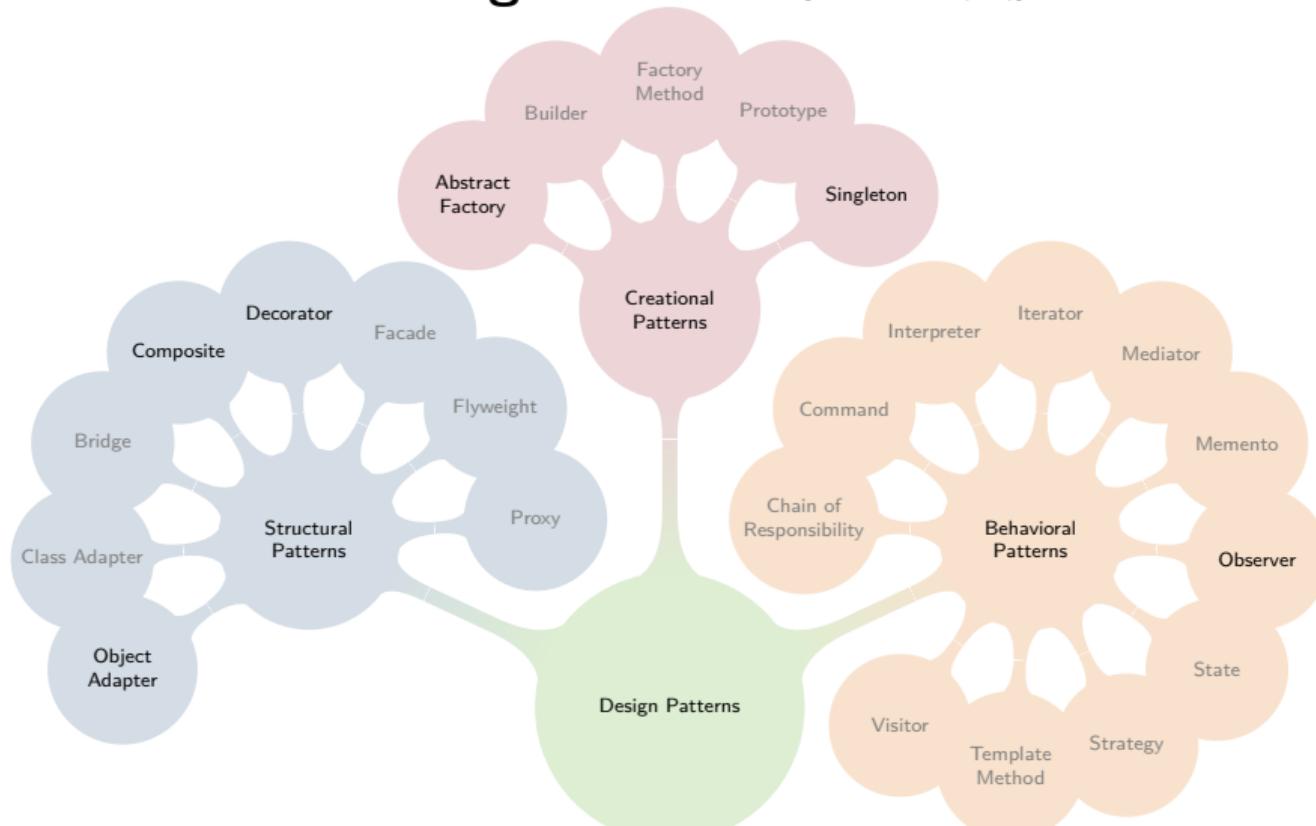
idea create classes for the consistent creation of objects



Excursion: Create Styles for GUI



Overview on Design Patterns [Gang of Four (GoF)]



Creational Patterns

Lessons Learned

- Singleton pattern, abstract factory pattern
- Further Reading: [Gang of Four \(GoF\)](#), Chapter 3

Practice

- See [Moodle](#)
- Inspect code on Github: <https://github.com/tthuem/2020WS-SWT-Calculator/tree/xmaslecturev2>
- Implement your own GUI factory **or** add the textbox to all factories
- Fork the project on Github, upload your changes, and send pull request to get feedback

Lecture Contents

1. Structural Patterns
2. Creational Patterns
3. Behavioral Patterns
 - Observer Pattern
 - Excursion: Counter from 1 to 10
 - Overview on Design Patterns
 - Lessons Learned

Observer Pattern

Observer

[Gang of Four]

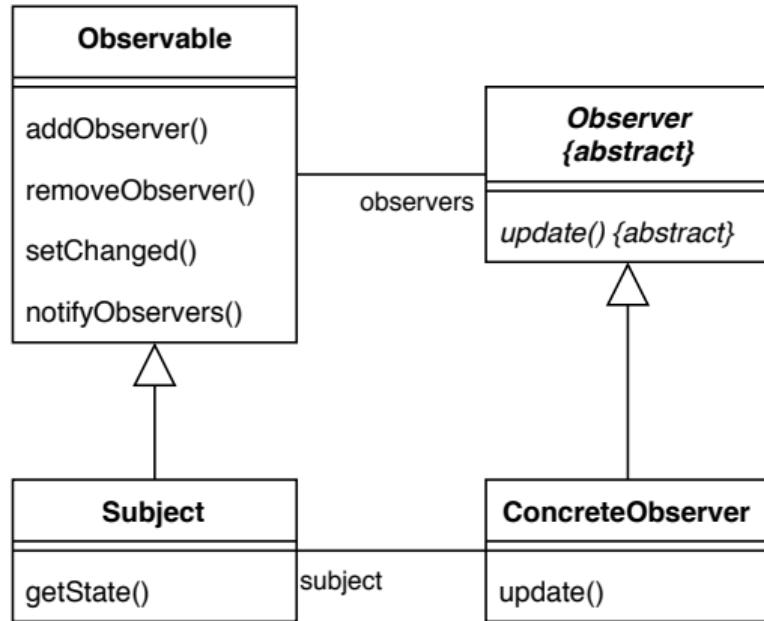
intent “Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.”

aka. dependents, publish-subscribe

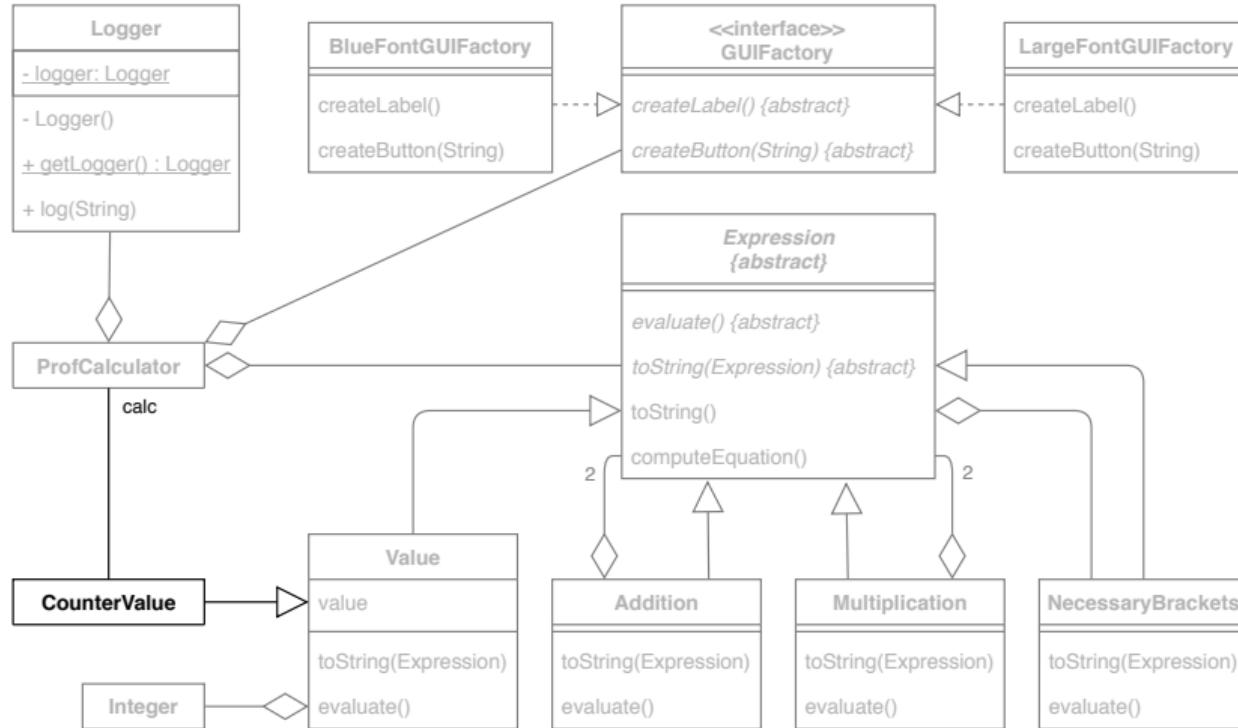
motivation avoid coupling of classes (i.e., explicit references such as imports)

example no coupling between model and view in model-view-controller architectures

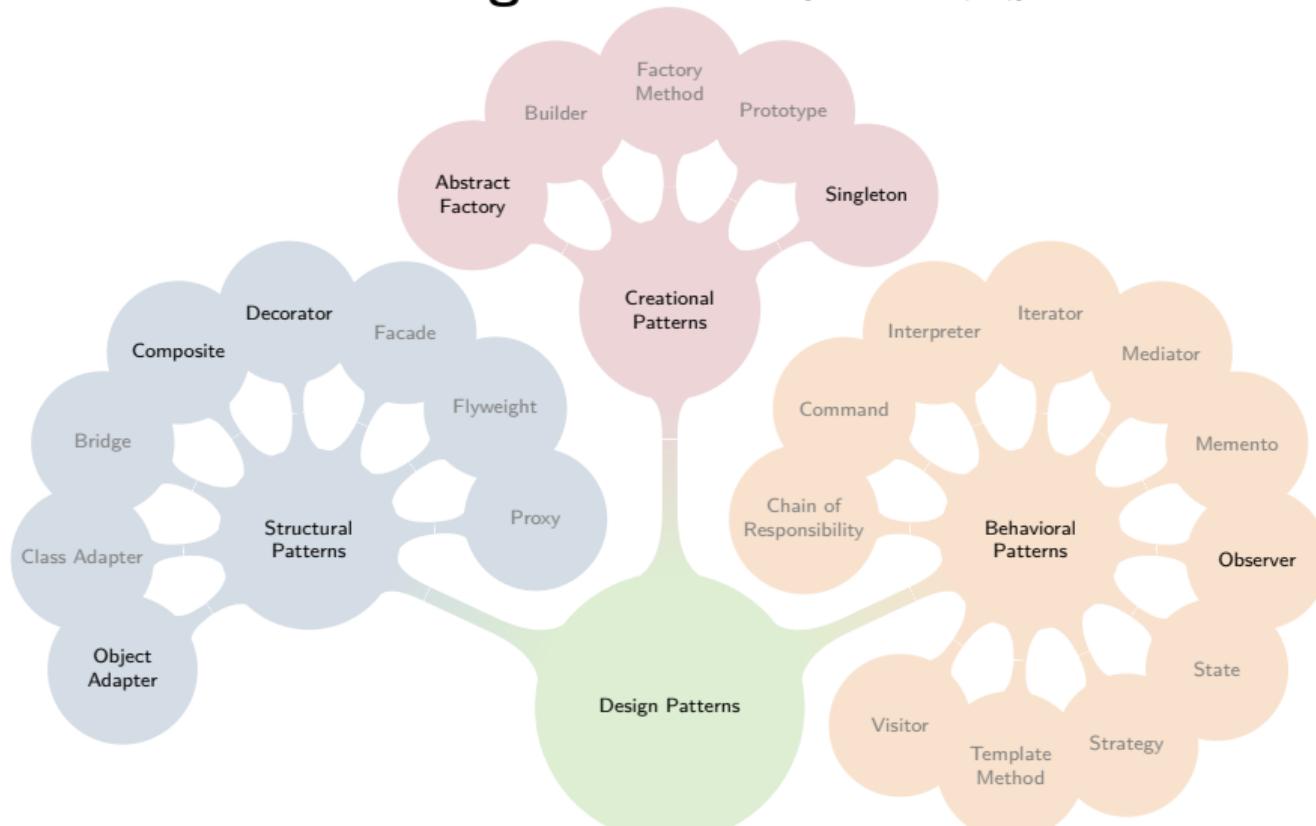
idea data object (model) has a list of observers (views) that are notified about changes



Excursion: Counter from 1 to 10



Overview on Design Patterns [Gang of Four (GoF)]



Behavioral Patterns

Lessons Learned

- Observer pattern
- Further Reading: Gang of Four (GoF), Chapter 5

Practice

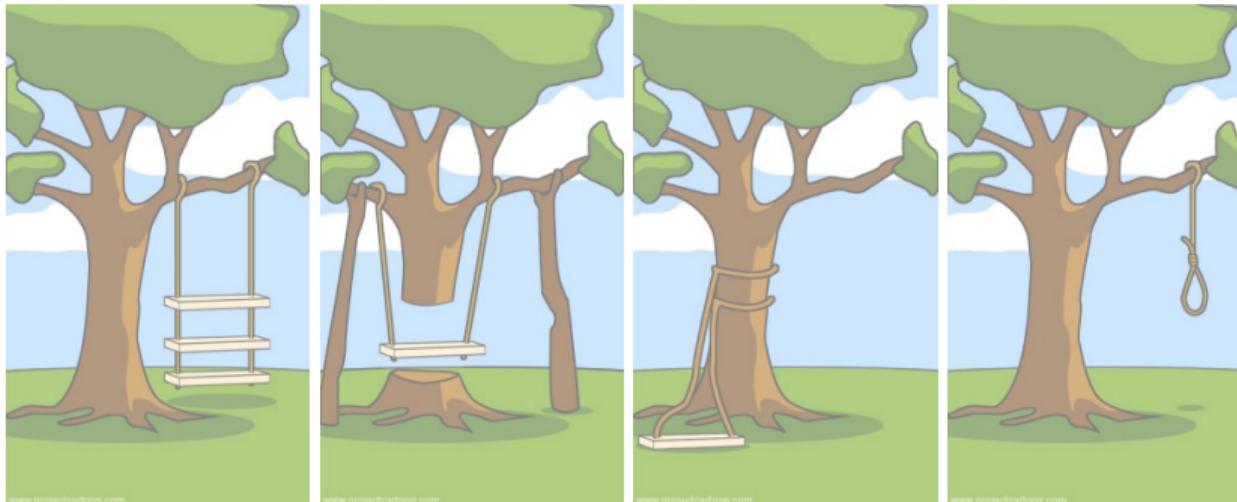
- See Moodle
- Inspect code on Github: <https://github.com/tthuem/2020WS-SWT-Calculator/tree/xmaslecturev3>
- Implement the observer pattern (to avoid explicit reference of the calculator in CounterValue) or one other behavioral pattern not discussed in the lecture
- Fork the project on Github, upload your changes, and send pull request to get feedback



Software Engineering

8. Software Testing | Thomas Thüm | January 12, 2022

Software Testing



how the customer
explained it

how the analyst
designed it

how the programmer what the beta testers
implemented it received

Lecture Overview

1. Quality Assurance
2. White-Box Testing
3. Black-Box Testing

Lecture Contents

1. Quality Assurance

Software Quality

Product Quality

Quality in Use

Software Testing

Quality Assurance

Code Reviews

Code Reviews on Github

Modulo in Different Programming Languages

Lessons Learned

2. White-Box Testing

3. Black-Box Testing



Andy Hunt

[The Pragmatic Programmer]

"No one in the brief history of computing has ever written a piece of perfect software. It's unlikely that you'll be the first."



Donald Trump (May 2020)

[huffpost.com]

"If we didn't do any testing, we would have very few cases."

Software Quality

Quality

[Ludewig and Licher]

Quality is the entirety of properties and characteristics of a product or process that indicate adequacy with respect to given requirements.

Quality Assurance

[Ludewig and Licher]

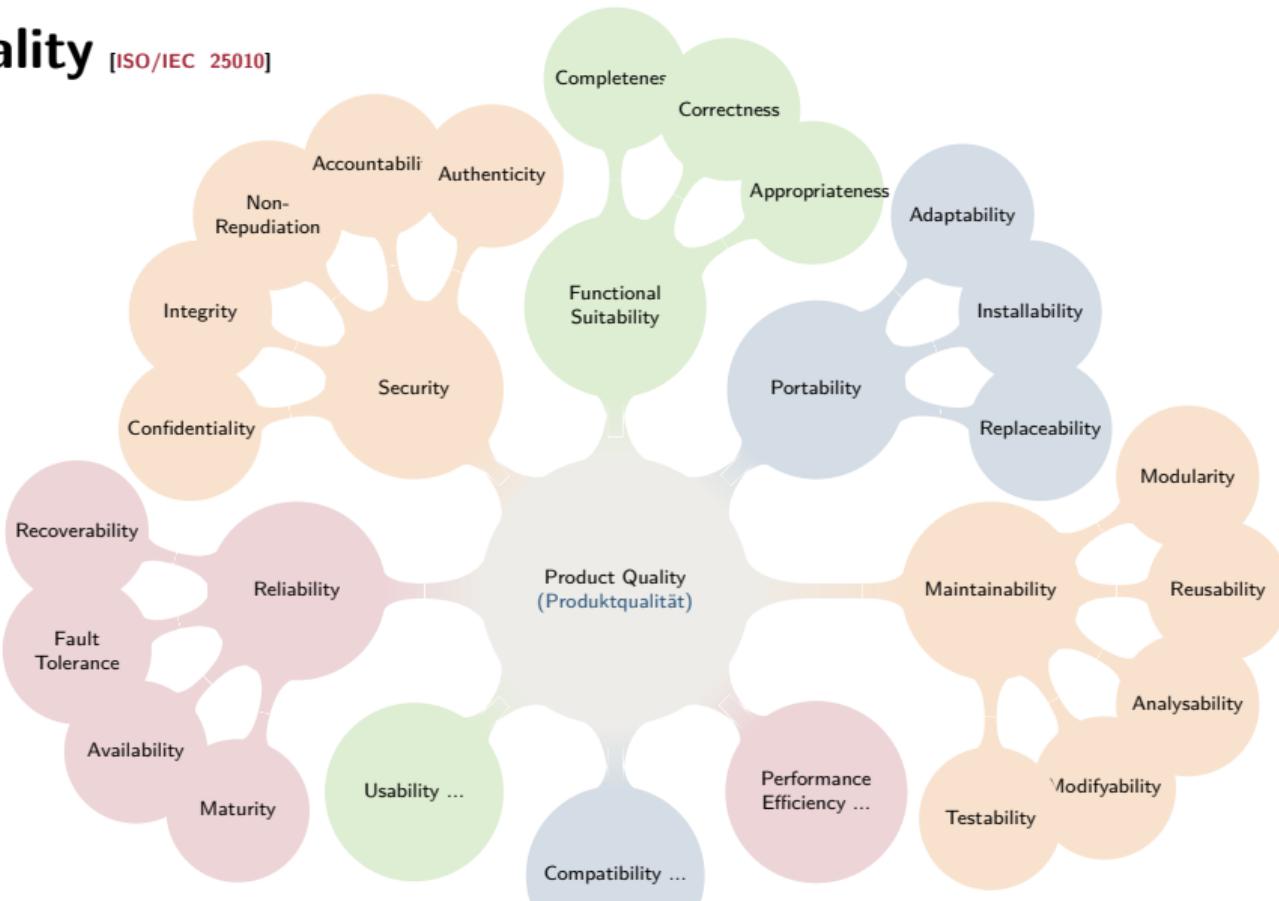
Quality assurance ([Qualitätssicherung](#)) are all activities with the goal to improve the quality.

Expectations on Quality

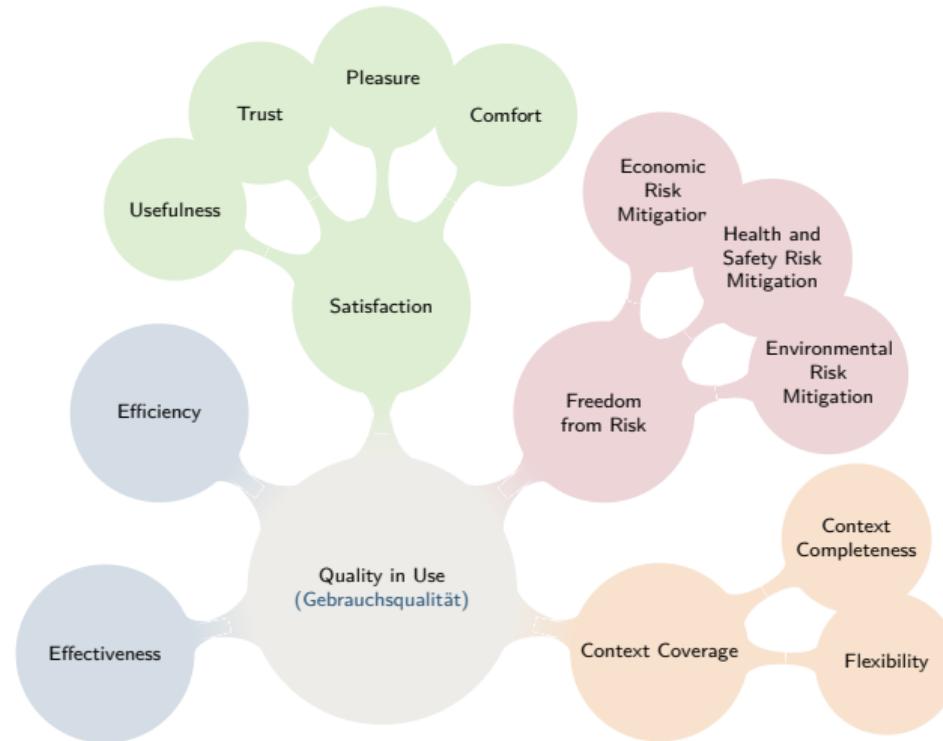
[Sommerville]

“Because of their previous experiences with buggy, unreliable software, users sometimes have low expectations of software quality. They are not surprised when their software fails. When a new system is installed, users may tolerate failures because the benefits of use outweigh the costs of failure recovery. However, as a software product becomes more established, users expect it to become more reliable. [...] If a software product or app is very cheap, users may be willing to tolerate a lower level of reliability. [...] Customers may be willing to accept the software, irrespective of problems, because the costs of not using the software are greater than the costs of working around the problems.”

Product Quality [ISO/IEC 25010]



Quality in Use [ISO/IEC 25010]



⚠ ERROR

IF YOU'RE SEEING THIS, THE CODE IS IN WHAT
I THOUGHT WAS AN UNREACHABLE STATE.

I COULD GIVE YOU ADVICE FOR WHAT TO DO.
BUT HONESTLY, WHY SHOULD YOU TRUST ME?
I CLEARLY SCREWED THIS UP. I'M WRITING A
MESSAGE THAT SHOULD NEVER APPEAR, YET
I KNOW IT WILL PROBABLY APPEAR SOMEDAY.

ON A DEEP LEVEL, I KNOW I'M NOT
UP TO THIS TASK. I'M SO SORRY.



NEVER WRITE ERROR MESSAGES TIRED.

Software Testing

V&V

[SE Economics]

“Validation: Are we building the right product?
Verification: Are we building the product right?”

Software Testing

[Sommerville]

“Testing is intended to show that a program does what it is intended to do and to discover program defects before it is put into use.”

Validation Testing

[Sommerville]

“Demonstrate to the developer and the customer that the software meets its requirements.”

Defect Testing

[Sommerville]

“Find inputs or input sequences where the behavior of the software is incorrect, undesirable, or does not conform to its specification.”

Stages of Testing

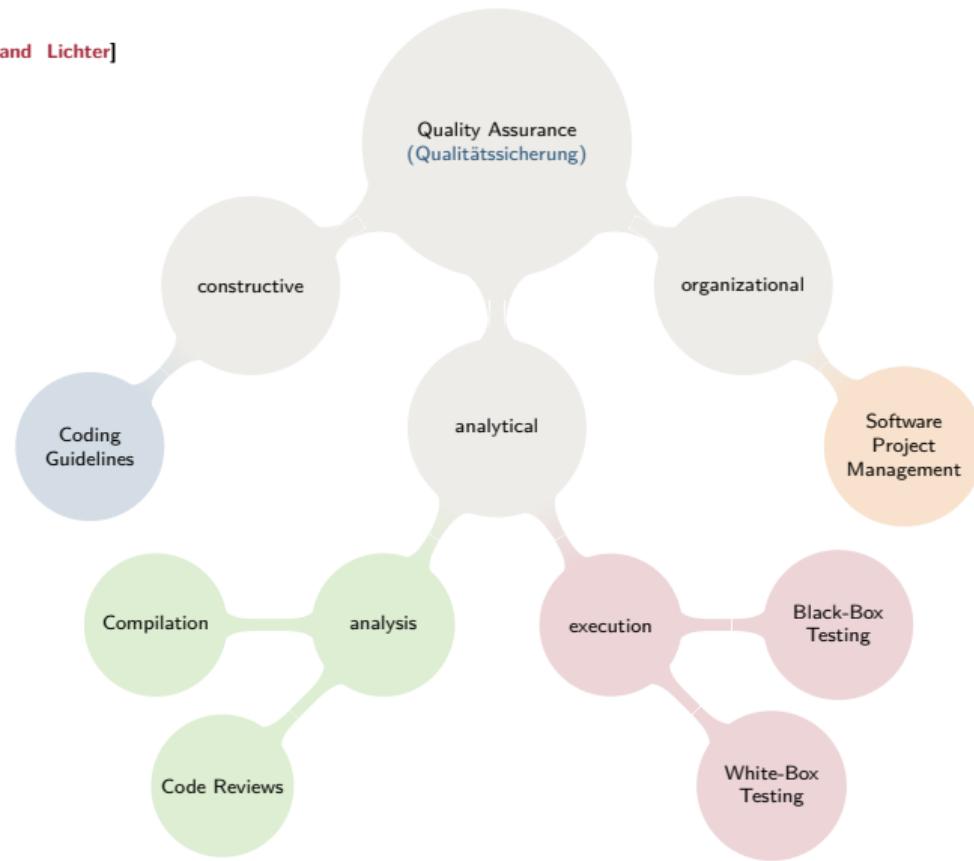
[Sommerville]

1. “**Development testing**, where the system is tested during development to discover bugs and defects”
2. “**Release testing**, where a separate testing team tests a complete version of the system before it is released to users”
3. “**User testing**, where users or potential users of a system test the system in their own environment”

“In **manual testing**, a tester runs the program with some test data and compares the results to their expectations. [...] In **automated testing**, the tests are encoded in a program that is run each time the system under development is to be tested.”

[Sommerville]

Quality Assurance [Ludewig and Licher]



Code Reviews

- Idea: improve quality by asking other programmers for feedback
- Typically applied with quality checklist
- Quality criteria: functionality, comprehensibility, maintainability, coding guidelines, design patterns, ...
- Reviewer selection: based on familiarity with code, availability, expertise

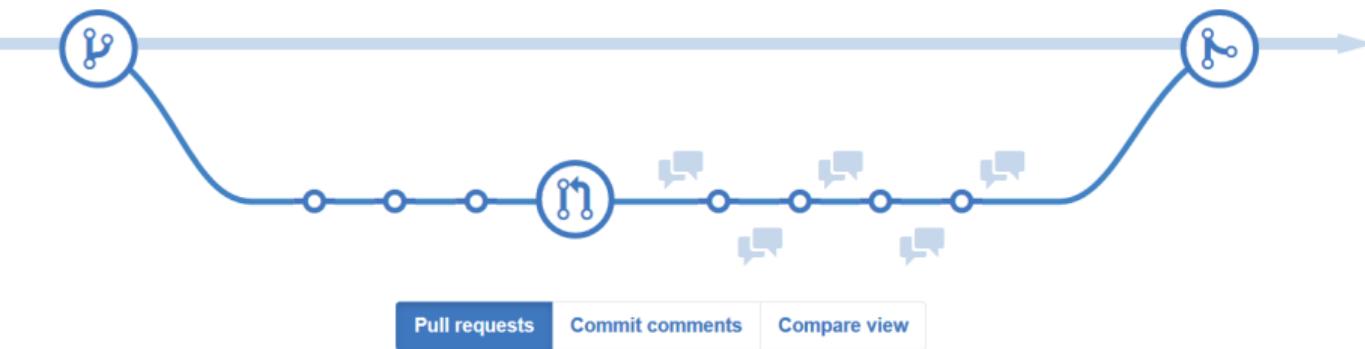
- Cannot be done by yourself
- Reviewers need programming experience and knowledge of the code (mutual feedback)
- Feedback should be timely and constructive
- Only changes reviewed, not too many



Code Reviews on Github

Collaborative code review.

Code review is an essential part of the GitHub workflow. After creating a branch and making one or more commits, a Pull Request starts the conversation around the proposed changes. Additional commits are commonly added based on feedback before merging the branch.



Modulo in Different Programming Languages

Overview by Torsten Curdt:

Language	13 mod 3	-13 mod 3	13 mod -3	-13 mod -3
C	1	-1	1	-1
Go	1	-1	1	-1
PHP	1	-1	1	-1
Rust	1	-1	1	-1
Scala	1	-1	1	-1
Java	1	-1	1	-1
Javascript	1	-1	1	-1
Ruby	1	2	-2	-1
Python	1	2	-2	-1

Perform Example Code Review

```
/**  
 * Computes the remainder of the  
 * Euclidean devision of a by b. In  
 * contrast to the Java version a % b,  
 * the output will always be positive.  
 * Throws ArithmeticException when b is  
 * equal to 0.  
 *  
 * @param a dividend  
 * @param b divisor != 0  
 * @return remainder r with 0 <= r < b  
 */  
public static int modulo(int a, int b) {  
    if (b < 0) { // 1  
        b *= -1; // 2  
    }  
    int m = a; // 3  
    while (m < 0 || m > b) { // 4  
        m += m < 0 ? b : -b; // 5  
    }  
    return m; // 6  
}
```

Quality Assurance

Lessons Learned

- What is quality, quality assurance, product quality, quality in use?
- Terms: software testing, validation/defect testing, validation/verification, development/release/user testing, manual/automated testing, constructive/analytical/organizational quality assurance
- Code reviews
- Further Reading: [Sommerville](#), Chapter 8 Software Testing
[Ludewig and Licher](#), Chapter 5 (Software-Qualität) and Chapter 13 (Software-Qualitätssicherung und -Prüfung)

Practice

- See [Moodle](#)
- Think of a change to the modulo method (cf. previous slide) that would be classified as error or warning by the Java compiler
- Do a code review of the [modulo method](#) (i.e., comment on possible improvements)
- Submit your results in Moodle and inspect other submissions

Lecture Contents

1. Quality Assurance

2. White-Box Testing

Test Cases

Test-Case Design

White-Box Testing

Coverage Criteria

Statement Coverage

Branching Coverage

Term Coverage

Lessons Learned

3. Black-Box Testing



Edsger W. Dijkstra (1972)

[The Humble Programmer]

“Program testing can be a very effective way to show the presence of bugs, but it is hopelessly inadequate for showing their absence.”

Burt Rutan

[King et al. 2018]

“Testing leads to failure, and failure leads to understanding.”

Test Cases

(Testfälle)

Systematic Test

[Ludewig and Licher]

A systematic test is a test, in which

1. the setup is defined,
2. the inputs are chosen systematically,
3. the results are documented and evaluated by criteria being defined prior to the test.

Test Case

[Ludewig and Licher]

In a test, a number of test cases are executed, whereas each test case consists **input values** for a single execution and **expected outputs**. An

exhaustive test refers a test in which the test cases exercise all the possible inputs.

Exhaustive Testing in Practice?

```
boolean a, b, c;  
int i, j;
```

`bla(a,b,c)` has $2^3 = 8$ possible inputs
`blub(i,j)` has $(2^{32})^2 = 2^{64} \approx 10^{19}$ inputs

- assuming 10^9 test cases can be executed in 1 second (cf. CPU with more than 1 GHz)
- exhaustive test of `blub` takes ≈ 585 years
- testing for a day would cover less than 0.0005 % of the inputs

How to test thousands of such methods several times a day?

Test-Case Design

(Testfallentwurf)

Goal

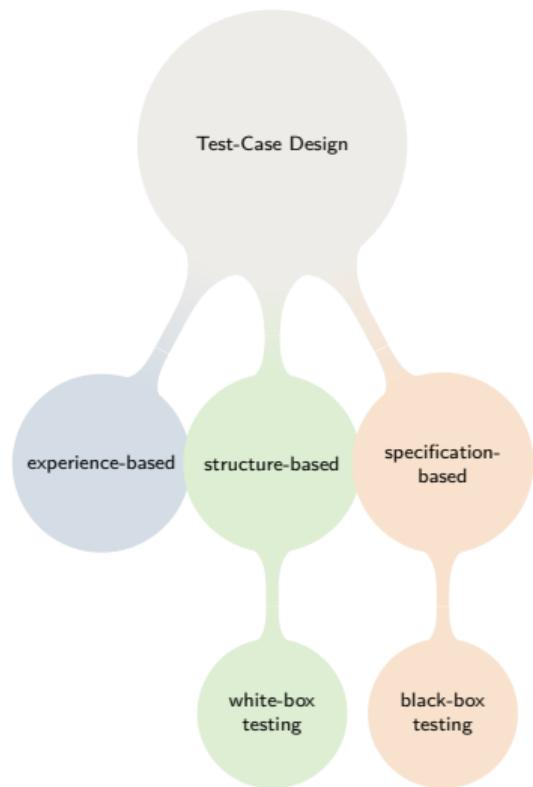
[Ludewig and Licher]

Detect a large number of failures with a low number of test cases. A test case (execution) is **positive**, if it detects a failure, and **successful** if it detects an unknown failure.

An ideal test case is ...

[Ludewig and Licher]

- representative: represents a large number of feasible test cases
- failure sensitive: has a high probability to detect a failure
- non-redundant: does not check what other test cases already check



White-Box Testing

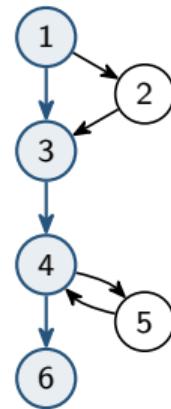
(Strukturtest)

White-Box Testing

[Ludewig and Licher]

- inner structure of test object is used
- idea: coverage of structural elements
- code translated into control flow graph
- specific test case (concrete inputs)
 - derived from logical test case (conditions)
 - derived from path in control flow graph

```
public static int modulo(int a, int b) {  
    if (b < 0) { // 1  
        b *= -1; // 2  
    }  
    int m = a; // 3  
    while (m < 0 || m > b) { // 4  
        m += m < 0 ? b : -b; // 5  
    }  
    return m; // 6  
}
```



Coverage Criteria

(Überdeckungskriterien)

Coverage Criteria

[Ludewig and Licher]

1. statement coverage (**Anweisungsüberdeck.**):
all statements are executed for at least one test case
2. branching coverage (**Zweigüberdeckung**):
statement coverage and for each branching statement all branches have been exercised
3. term coverage (**Termüberdeckung**):
branching coverage and terms (n) used in a branching statement are combined exhaustively (2^n) (simplified)

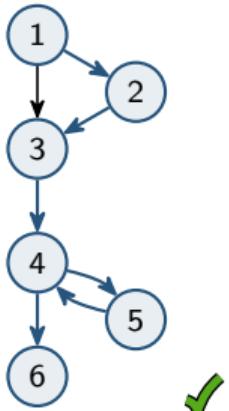
In Practice

100% statement coverage not feasible in presence of dead code or some unreachable error handling

100% term coverage not feasible for certain dependencies between choices: `even() || odd()`

Statement Coverage for Modulo Example

```
public static int modulo(int a, int b) {  
    if (b < 0) { // 1  
        b *= -1; // 2  
    }  
    int m = a; // 3  
    while (m < 0 || m > b) { // 4  
        m += m < 0 ? b : -b; // 5  
    }  
    return m; // 6  
}
```



First Test Case

path: 1, 2, 3, 4, 5, 6

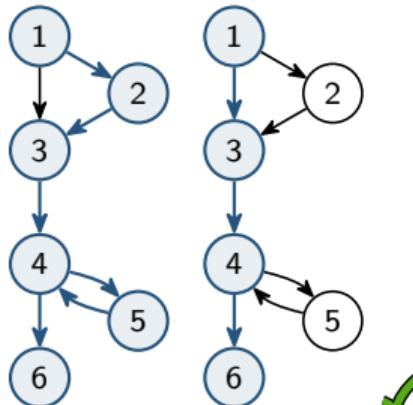
logical test case: $b < 0 \wedge a > -b \wedge a + b \leq -b$

specific test case: $a = 5, b = -3$

expected result: $m = 2$

Branching Coverage for Modulo Example

```
public static int modulo(int a, int b) {  
    if (b < 0) { // 1  
        b *= -1; // 2  
    }  
    int m = a; // 3  
    while (m < 0 || m > b) { // 4  
        m += m < 0 ? b : -b; // 5  
    }  
    return m; // 6  
}
```



First Test Case

path: 1, 2, 3, 4, 5, 4, 6

logical test case: $b < 0 \wedge a > -b \wedge a + b \leq -b$

specific test case: $a = 5, b = -3$ and $m = 2$

Second Test Case

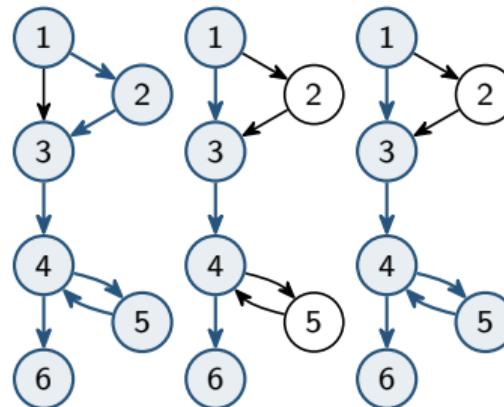
path: 1, 3, 4, 6

logical test case: $b \geq 0 \wedge 0 \leq a \leq b$

specific test case: $a = 0, b = 5$ and $m = 0$

Term Coverage for Modulo Example

```
public static int modulo(int a, int b) {  
    if (b < 0) { // 1  
        b *= -1; // 2  
    }  
    int m = a; // 3  
    while (m < 0 || m > b) { // 4  
        m += m < 0 ? b : -b; // 5  
    }  
    return m; // 6
```



logical test case: $b < 0 \wedge a > -b \wedge a + b \leq -b$

specific test case: $a = 5, b = -3$ and $m = 2$ ✓

$\neg(m < 0)$ and $m > b$ ✓

logical test case: $b \geq 0 \wedge 0 \leq a \leq b$

specific test case: $a = 0, b = 5$ and $m = 0$ ✓

$\neg(m < 0)$ and $\neg(m > b)$ ✓

$m < 0$ and $m > b$ impossible* ✗

path: 1, 3, 4, 5, 4, 6

logical test case: $b \geq 0 \wedge a < 0 \wedge 0 \leq a + b \leq b$

specific test case: $a = -2, b = 5$ and $m = 3$ ✓

$m < 0$ and $\neg(m > b)$ ✓

* see third part of the lecture

White-Box Testing

Lessons Learned

- Systematic test, exhaustive testing
- Test case: representative, failure sensitive, non-redundant
- Test-case design: experience-/structure-/specification-based
- Coverage in white-box testing: statement/branching/term coverage
- Further Reading: [Ludewig and Licher](#), Chapter 19 ([Programmtest](#))

Practice

- See [Moodle](#)
- Watch screencast on how to do white-box testing with JUnit
- Implement a new operation in the calculator and update the white-box tests accordingly:
<https://github.com/tthuem/2020WS-SWT-Calculator/tree/testinglecturev1>
- Post your code changes and tests in Moodle

Lecture Contents

1. Quality Assurance
2. White-Box Testing
3. Black-Box Testing
 - Black-Box Testing
 - Equivalence Class Testing
 - Boundary Testing
 - Detected Faults in Modulo Example
 - Reasons for Positive Test Cases
 - Lessons Learned

Black-Box Testing

[Ludewig and Licher]

Motivation

- source code not always available (e.g., outsourced components, obfuscated code)
- specific test cases derived from logical ones using arbitrary values
- specification not incorporated so far (only for expected results)
- invalid inputs not tested
- errors are not equally distributed

Black-Box Testing (Funktionstest)

- test-case design based on specification
- source code and its inner structure is ignored (assumed as a black-box)

1. Equivalence Class Testing

- idea: classify inputs and outputs into equivalence classes
- assumption: equivalent test cases detect the same faults, one test case is sufficient

2. Boundary Testing

- extension of equivalence class testing
- goal: use experience (e.g., off-by-one errors)
- for every equivalence class: consider smallest, typical, and largest value

In Practice

- often combinations of white-box and black-box testing
- more techniques with requirements or design

Equivalence Class Testing

JavaDoc Specification for Modulo Example

```
/**  
 * Computes the remainder of the  
 * Euclidean devision of a by b. In  
 * contrast to the Java version  $a \% b$ ,  
 * the output will always be positive.  
 * Throws ArithmeticException when b is  
 * equal to 0.  
 *  
 * @param a dividend  
 * @param b divisor != 0  
 * @return remainder r with  $0 \leq r < b$   
 */  
public static int modulo(int a, int b) {
```

Equivalence Classes

- input a: $a < 0$, $a \geq 0$
- input b: $b < 0$, $b \geq 0$
- output: $m = 0$, $m > 0$, exception

Test Cases

	TC1	TC2	TC3
$a < 0$	X		
$a \geq 0$		X	X
$b < 0$	X		
$b > 0$		X	
$b = 0$			X
$m = 0$	X		
$m > 0$		X	
exception			X
input a	-3	1	2
input b	-3	2	0
expected output	0	1	exception
result	0 ✓	1 ✓	timeout ✘

Boundary Testing

Test Cases

	TC1	TC2	TC3	TC4	TC5	TC6	TC7
$a < 0$	X			min	max		
$a \geq 0$		X	X			min	max
$b < 0$	X			max		min	
$b > 0$		X			max		
$b = 0$			X				
$m = 0$	X			X		X	X
$m > 0$		min			max		
exception			X				
input a	-3	1	2	minInt	-1	0	maxInt
input b	-3	2	0	-1	maxInt	minInt	1
expected output	0	1	exception	0	maxInt-1	0	0
result	0 ✓	1 ✓	timeout ✗	0 ✓	maxInt-1 ✓	timeout ✗	1 ✗

Detected Faults in Modulo Example

```
public static int modulo(int a, int b) {  
    if (b < 0) { // 1  
        b *= -1; // 2  
    }  
    int m = a; // 3  
    while (m < 0 || m > b) { // 4  
        m += m < 0 ? b : -b; // 5  
    }  
    return m; // 6  
}
```

✖ TC3: infinite loop for $b = 0$, missing exception compared to JavaDoc

✖ TC6: b remains negative as
`-Integer.MIN_VALUE == Integer.MIN_VALUE`
and the loop condition is fulfilled for any integer

✖ TC7: indicates that $m > b$ in the loop condition should be fixed to $m \geq b$

Improved Modulo Example

```
/**  
 * Computes the remainder of the Euclidean division of a by b. In contrast to the Java version a % b, the output will always be positive.  
 * Throws ArithmeticException when b is equal to 0.  
 *  
 * @param a dividend  
 * @param b divisor != 0  
 * @return remainder r with 0 <= r < b  
 */  
public static int modulo(int a, int b) {  
    int m = a % b;  
    return m < 0 ? m + b : m;  
}
```

Passes All Test Cases



Reasons for Positive Test Cases

Reasons for Positive Test Cases

- actual fault
- wrong test case (input and expected results do not match)
- interaction with other programs/libraries
- fault in the compiler
- fault in the operating system / device drivers
- fault in the hardware or hardware defect
- not enough memory
- does not halt (cf. undecidability of the halting problem)
- bitflip due to cosmic ray
- ...



Edsger W. Dijkstra

[Goodliffe 2014]

“If debugging is the process of removing software bugs, then programming must be the process of putting them in.”



Brian Kernighan (1978)

[Kernighan and Plauger]

“Everyone knows that debugging is twice as hard as writing a program in the first place. So if you’re as clever as you can be when you write it, how will you ever debug it?”

Black-Box Testing

Lessons Learned

- Black-box testing: equivalence class testing and boundary testing
- Even systematic testing cannot ensure finding all faults
- Further Reading: [Ludewig and Licher](#), Chapter 19 ([Programmtest](#))

Practice

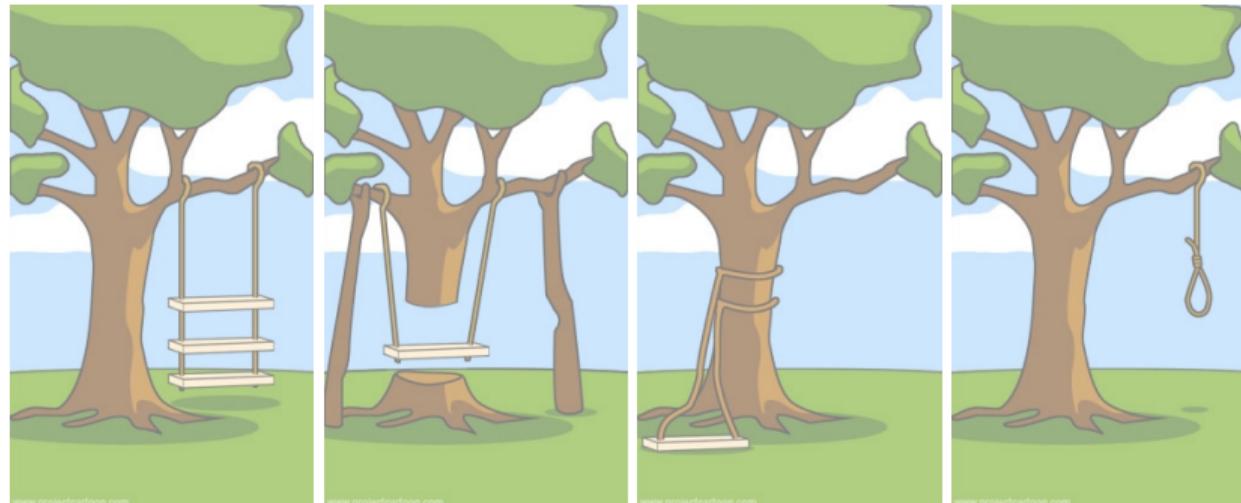
- See [Moodle](#)
- Watch screencast on how to do black-box testing with JUnit
- Extend the black-box tests of the calculator for your new operation: <https://github.com/tthuem/2020WS-SWT-Calculator/tree/testinglecturev2>
- Post your changed code and tests in Moodle



Software Engineering

9. Development Process | Thomas Thüm | January 26, 2022

Development Process (Vorgehensmodelle)



how the customer
explained it

how the analyst
designed it

how the programmer what the beta testers
implemented it received

Lecture Overview

1. Development Processes: The Waterfall Model
2. V-Model for Extensive Testing
3. Scrum for Agile Development

Lecture Contents

1. Development Processes: The Waterfall Model

- The Process of Food Delivery
- Questionnaire Results
- Software Development Process
- Waterfall Model
- Waterfall Model – Discussion
- Lessons Learned

2. V-Model for Extensive Testing

3. Scrum for Agile Development

The Process of Food Delivery



eat, deliver, order, pay, choose, wait
– not necessarily in this order

Questionnaire Results

1

Wirst du in 10 Jahren Software entwickeln?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	 77%	34
Nein	 23%	10

2

Wirst du in 10 Jahren Software testen?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	 82%	36
Nein	 18%	8

3

Wirst du in 10 Jahren Software beauftragen?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	 69%	27
Nein	 31%	12

4

Wirst du in 10 Jahren Softwareanforderungen ermitteln?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	 93%	40
Nein	 7%	3

5

Wirst du in 10 Jahren die Entwicklung von Software leiten?

Antworten	relative Häufigkeit	absolute Häufigkeit
Ja	 57%	24
Nein	 43%	18

Software Development Process

Motivation

- how to **structure** the project?
- what are **activities** and phases?
analysis (requirements elicitation + system modeling), design (architectural + software design), implementation, test, deployment
- how to organize **communication**?
- who has which **responsibilities**?
- did we **forget** anything?
- can we **predict** the project result?
- how to **manage and control** progress?
- how to share and elicit **experience**?
- how to synchronize **hardware** and software development?

Software Process

[Sommerville]

"A **software process** is a set of related activities that leads to the production of a software system. [...] **Products** or deliverables are the outcomes of a process activity. [...] **Roles** reflect the responsibilities of the people involved in the process. [...] Pre- and postconditions are **conditions** that must hold before and after a process activity."

Why Different Processes?

[Sommerville]

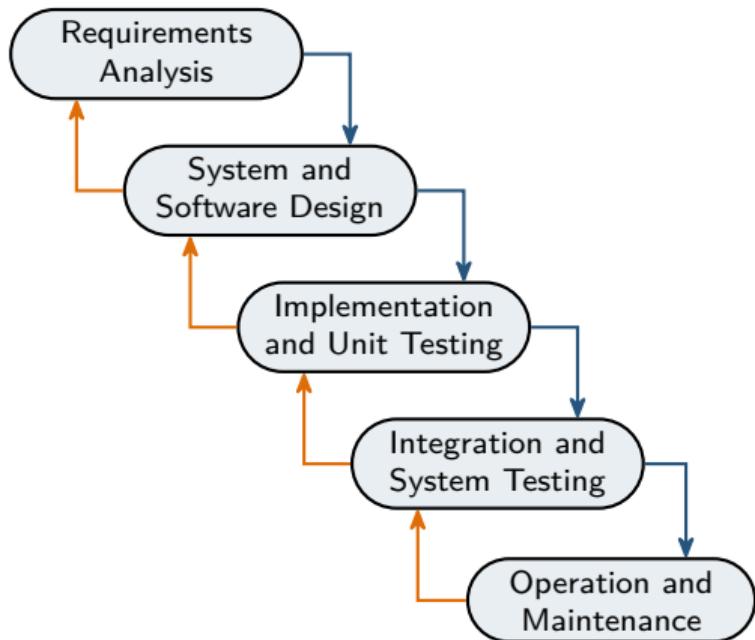
"The process used in different companies depends on the type of software being developed, the requirements of the software customer, and the skills of the people writing the software."

Waterfall Model (Wasserfallmodell)

[Sommerville]

Waterfall Model

- first process model, motivated by practice
- by Winston W. Royce 1970
- each development phase ends by the approval of one or more documents (document-driven process model)
- phases do not overlap
- numerous variants with varying number of phases: 5–7
- here: simplified variant by Sommerville



Waterfall Model

[Sommerville]

1. Requirements Analysis

"The system's services, constraints, and goals are established by consultation with system users. They are then defined in detail and serve as a **system specification**."

2. System and Software Design

"The systems design process allocates the requirements to either hardware or software systems. It establishes an overall **system architecture**. Software design involves identifying and describing the fundamental software system abstractions and their relationships."

3. Implementation and Unit Testing

"During this stage, the software design is realized as a set of **programs or program units**. Unit testing involves verifying that each unit meets its specification."

4. Integration and System Testing

"The individual program units or programs are integrated and tested as a complete system to ensure that the software requirements have been met. After testing, the **software system is delivered** to the customer."

5. Operation and Maintenance

"Normally, this is the longest life-cycle phase. The system is installed and put into practical use. Maintenance involves **correcting errors** that were not discovered in earlier stages of the life cycle [...]."

Waterfall Model – Discussion

[Sommerville]

Advantages

- easy to understand, manage, and control
- good for systems development (i.e., with high manufacturing costs for hardware)
- easier to use the same model as for hardware
- combination with formal system development feasible (e.g., B method)

Example Domains

- **embedded systems** where software has to interface with hardware systems
- **critical systems** with extensive safety and security analysis of specification and design
- **large software systems** that are typically developed by several companies

Disadvantages

- for software development: stages should feed information to each other
- changes in previous stages are hard to achieve
- problems from previous stages left for later resolution
- freezing of requirements may lead to software not wanted by the user
- freezing of design may lead to bad structure and implementation tricks
- requires clear and stable requirements and good design upfront

Development Processes: The Waterfall Model

Lessons Learned

- Software development process: motivation and goal
- Waterfall model: phases, results, example domains, advantages and disadvantages
- Further Reading: [Sommerville](#), Chapter 2 Software Processes

Practice

- See [Moodle](#)
- Answer the quiz in Moodle to track your learning progress

Lecture Contents

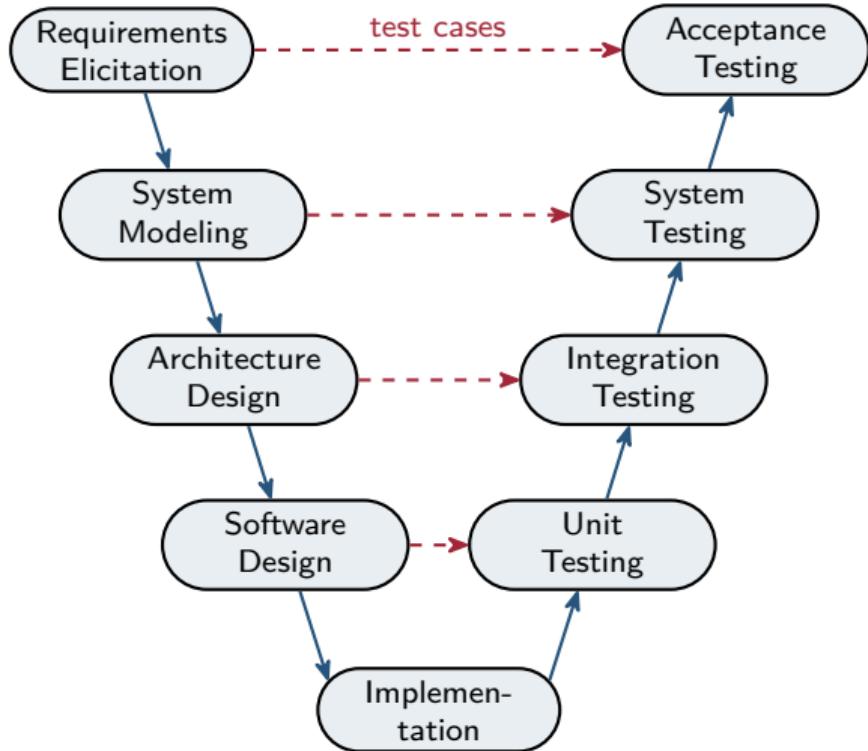
1. Development Processes: The Waterfall Model
2. V-Model for Extensive Testing
 - V-Model
 - Stages of Testing
 - V-Model – Discussion
 - Lessons Learned
3. Scrum for Agile Development

V-Model

V-Model

[Ludewig and Licher]

- developed by the German Ministry of Defense ([Verteidigungsministerium](#)) and required since 1992
- extension of the waterfall model: project-aligned activities such as quality assurance, configuration management, project management
- 1997 V-model 97: incremental development, inclusion of hardware, object-oriented development
- 2004 V-model XT (for extreme tailoring): adaptability, application beyond software
- integration of four testing stages



Stages of Testing (Teststufen)

[Ludewig and Licher, Sommerville]

1. Unit Testing (Komponententest)

- each component is tested independently
- unit may stand for a component or smaller entities (package, class, method)
- tests created by the developers
- automation is common (e.g., JUnit)

2. Integration Testing (Integrationstest)

- some components are integrated (e.g., into subsystems) and tested together
- detects inconsistencies in interfaces and communication between components
- top-down vs bottom-up integration

3. System Testing (Systemtest)

- all components are integrated to the complete system
- detects further inconsistencies and unanticipated interactions
- system is tested against system requirements

4. Acceptance Testing (Abnahmetest)

- final stage in the testing process before accepted for operational use
- system is tested against user requirements and with real data
- performed by (potential) customer

V-Model – Discussion

[Ludewig and Licher]

Advantages

- quality assurance in several testing stages
- completeness helps to not miss activities
- V-model 97/XT are widely applicable (e.g., hardware, incremental)

Example Domains

- since 1992 V-model required by German government (e.g., Bundeswehr), since 2004 V-model XT
- embedded, critical, and large software systems as for the waterfall model

Disadvantages

- complex and extensive process
- adaptations often required (cf. XT for extreme tailoring)
- overhead useful only for large software systems
- changes in requirements are problematic

V-Model for Extensive Testing

Lessons Learned

- V-model
- Testing stages: unit testing, integration testing, system testing, acceptance testing
- Further Reading: [Ludewig and Licher](#), Chapter 10.3 ([Das V-Modell](#))
[Sommerville](#), Chapter 2.2.3 Software Validation and Chapter 8.1 Development Testing

Practice

- See [Moodle](#)
- Choose two of the four testing phases.
- Give an example of a fault that can be found in one of selected phases.
- Explain whether it could and should have been found in the other selected phase.
- Upload example and explanation to Moodle

Lecture Contents

1. Development Processes: The Waterfall Model
2. V-Model for Extensive Testing
3. Scrum for Agile Development
 - Motivation for Agile Development
 - Manifesto of Agile Software Development
 - Principles behind the Agile Manifesto
 - Scrum
 - Burndown Chart
 - Scrum: Roles and Terms
 - Scrum – Discussion
 - Lessons Learned

Motivation for Agile Development

Motivation

[Sommerville]

- businesses operate globally and in a rapidly changing environment
- software is part of almost all business operations
- new software has to be developed quickly
- often infeasible to derive a complete set of stable requirements
- plan-driven process models (e.g., waterfall) deliver software long after originally specified

Agile (Development) Methods

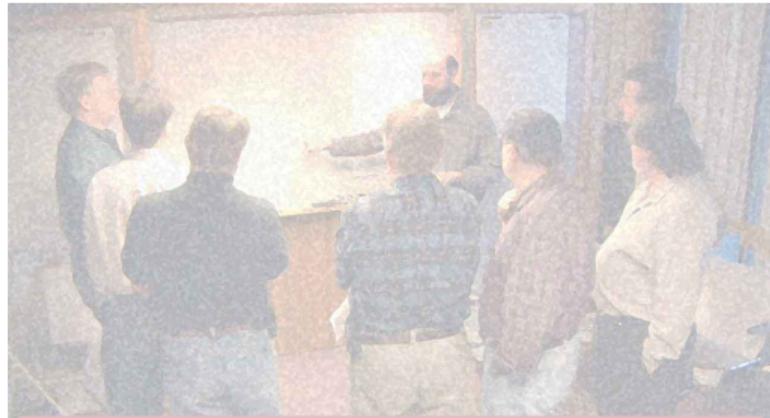
[Sommerville]

Development of agile methods since late 1990s:

1. specification, design, implementation are interleaved
2. each increment is specified and evaluated by stakeholders (e.g., end-users)
3. extensive tool support is used

Manifesto of Agile Software Development

[agilemanifesto.org]



Ski Resort in Utah (February 2001)

17 experts on software development:

Kent Beck, Mike Beedle, Arie van Bennekum, Alistair Cockburn, Ward Cunningham, Martin Fowler, James Grenning, Jim Highsmith, Andrew Hunt, Ron Jeffries, Jon Kern, Brian Marick, Robert C. Martin, Steve Mellor, Ken Schwaber, Jeff Sutherland, Dave Thomas

Manifesto

"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."

Principles behind the Agile Manifesto

[agilemanifesto.org]

Principles 1–6

1. “Our highest priority is to **satisfy the customer** through early and continuous delivery of valuable software.
2. **Welcome changing requirements**, even late in development. Agile processes harness change for the customer’s competitive advantage.
3. **Deliver working software frequently**, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Business people and developers must **work together daily** throughout the project.
5. Build projects around **motivated individuals**. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is **face-to-face conversation**.”

Principles 7–12

7. “**Working software** is the primary measure of progress.
8. Agile processes promote **sustainable development**. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to **technical excellence and good design** enhances agility.
10. **Simplicity**—the art of maximizing the amount of work not done—is essential.
11. The best architectures, requirements, and designs emerge from **self-organizing teams**.
12. At regular intervals, the **team reflects** on how to become more effective, then tunes and adjusts its behavior accordingly.”

Scrum

User Story

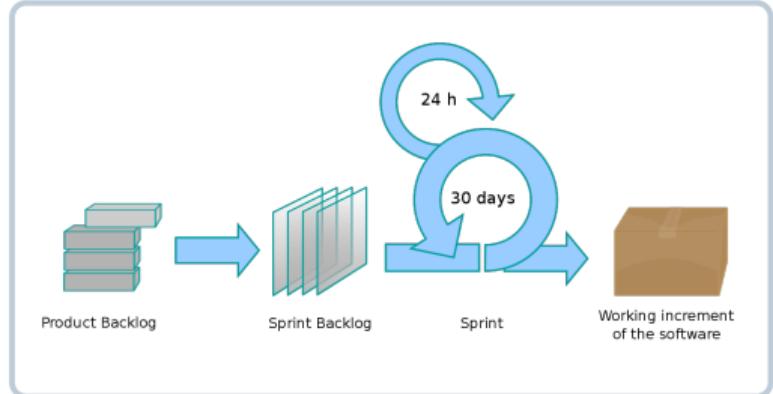
[Sommerville]

- a scenario of use that might be experienced by a system user
- aka. **story card** as user stories are sometimes written on physical cards
- user stories are prioritized by the customer
- subset of all user stories is chosen for the next iteration
- used in many agile methods

Scrum

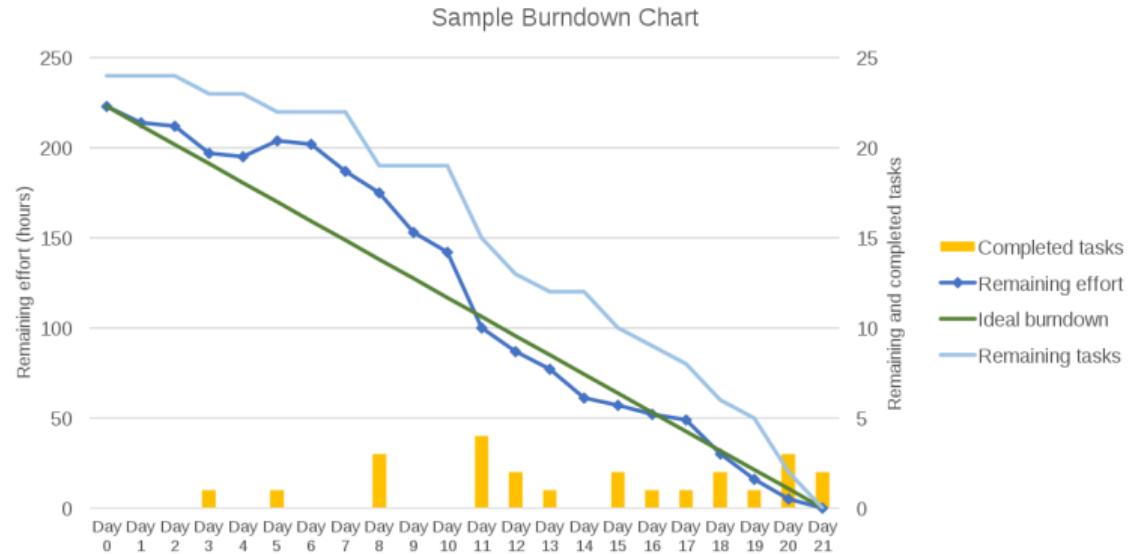
[Sommerville]

- an agile method, most-widely used method
- no special development techniques (like pair programming, test-driven development)
- **product backlog**: list of user stories, collected and prioritized by the **product owner**
- **sprint backlog**: user stories selected by the scrum team for the next **sprint**



Burndown Chart

Burndown Chart: used by scrum master to track progress



Scrum: Roles and Terms

Scrum Roles

[Sommerville]

Development team: A self-organizing group of software developers, which should be **no more than seven people**. They are responsible for developing the software and other essential project documents.

Product owner: An individual (or possibly a small group) whose job is to identify product features or requirements, prioritize these for development, and **continuously review the product backlog** to ensure that the project continues to meet critical business needs. The product owner can be a customer but might also be a product manager in a software company or other stakeholder representative.

Scrum master: The scrum master is responsible for ensuring that the scrum process is followed and **guides the team** in the effective use of scrum. He or she is responsible for interfacing with the rest of the company and for ensuring that the scrum team is not diverted by outside interference."

Scrum Terms

[Sommerville]

"Potentially shippable product increment: The software increment that is delivered from a sprint. The idea is that this should be potentially shippable, which means that it is in a **finished state** and no further work, such as testing, is needed to incorporate it into the final product.

Product backlog: This is a list of **to-do items** that the scrum team must tackle. They may be feature definitions for the software, software requirements, user stories, or descriptions of supplementary tasks that are needed, such as architecture definition or user documentation.

Daily scrum: A daily meeting (cf. stand-up meeting) of the scrum team that **reviews progress and prioritizes work** to be done that day. Ideally, this should be a short face-to-face meeting that includes the whole team.

Sprint: A development iteration. Sprints are usually **2 to 4 weeks** long.

Velocity: An estimate of how much product backlog effort a team can cover in a single sprint. Understanding a team's velocity helps them estimate what can be covered in a sprint and provides a basis for **measuring and improving performance**.

Scrum – Discussion

[Sommerville]

Advantages

- product is broken down into manageable and understandable chunks
- **unstable requirements** can be easily incorporated
- good **team communication** and transparency
- **customers can inspect increments** and understand how the product works
- establishes **trust** between customers and developers

Disadvantages

- unclear how scale to **larger teams**
- problematic when **contract negotiation** is required (as customer pays for development time rather than set of requirements)
- **documentation and testing** not explicitly covered (requires extra story cards)
- requires **continuous customer input**
- **tacit knowledge** not available during maintenance (of long-life systems)
- detailed documentation required for **external regulation** and **outsourcing**

Scrum for Agile Development

Lessons Learned

- Motivation for agile development
- Agile Manifesto (four values, twelve principles)
- User stories
- Scrum: roles, terms, discussion
- Further Reading: [Sommerville](#), Chapter 3 Agile Software Development

Practice

- See [Moodle](#)
- What did you learn? Formulate 1–2 questions and post them in Moodle.
- Check your learning progress! Answer 1–2 questions of your colleagues.



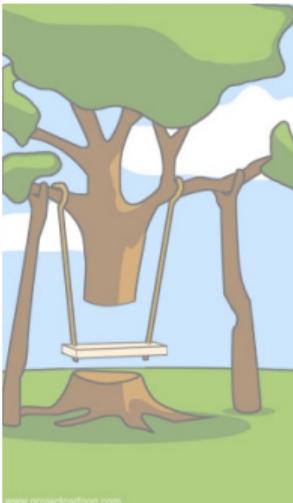
Software Engineering

10. Project Management | Thomas Thüm | February 9, 2022

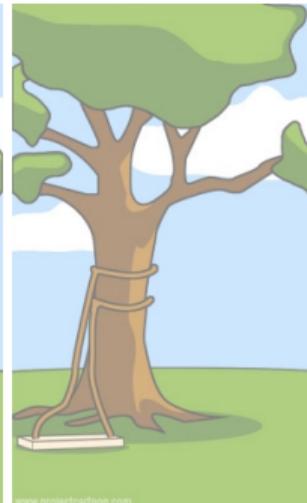
Project Management



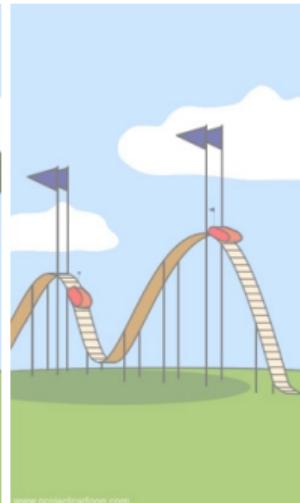
how the customer
explained it



how the analyst
designed it



how the programmer
implemented it



how the customer
was billed

Lecture Overview

1. Introduction to Project Management
2. Project Planning and Scheduling
3. Summary on Software Engineering I

Lecture Contents

1. Introduction to Project Management

Software Development Project

Project Management

Activities in Project Management

Risk Management

People Management

Lessons Learned

2. Project Planning and Scheduling

3. Summary on Software Engineering I

Software Development Project

[Ludewig and Licher]

Software Development Project

- aka. software engineering project
- temporary activity with start and end date
- has goals
 - ▶ creation / modification of a software product
 - ▶ creation / modification of components for future projects
 - ▶ gain experience / knowledge
 - ▶ capacity utilization
(Mitarbeiterauslastung)
 - ▶ ...
- is successful if goals are largely fulfilled

Project Management

[Sommerville]

Motivation

"Good management cannot guarantee project success. However, bad management usually results in project failure: The software may be delivered late, cost more than originally estimated, or fail to meet the expectations of customers."

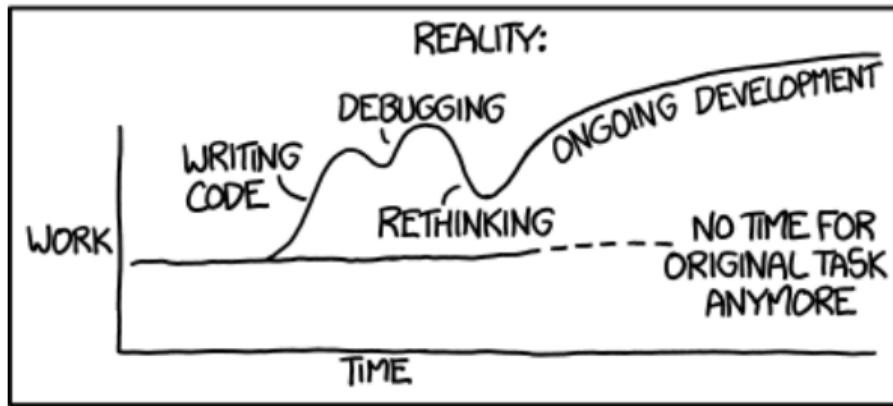
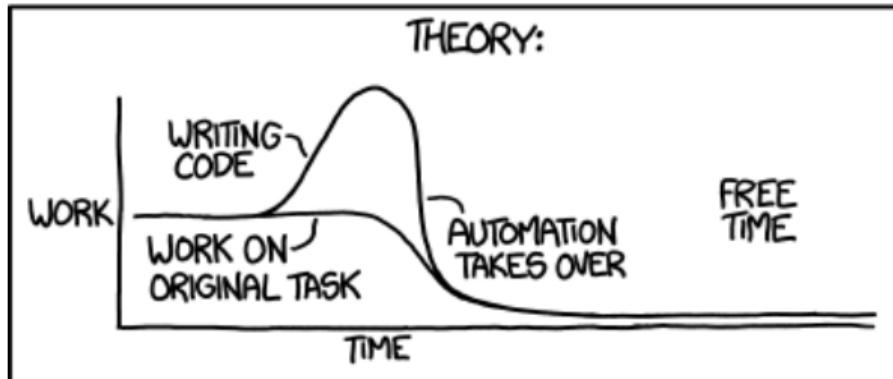
Goals of Project Management

- "deliver the software to the customer at the agreed **time**
- keep overall **costs** within budget
- deliver software that meets the customer's **expectations**
- maintain a coherent and well-functioning development **team**"

Project Management Depends on ...

- company size** large companies have management hierarchies and reporting / budgeting / approval processes
- customers** external customers (i.e., government agencies) usually have policies
- software size** large systems require multiple development teams in different companies / locations
- software type** safety-critical systems require all design decisions to be documented
- dev. process** project management heavily depends on process model

"I SPEND A LOT OF TIME ON THIS TASK.
I SHOULD WRITE A PROGRAM AUTOMATING IT!"



Activities in Project Management

[Somerville]

Project Planning

"Project managers are responsible for **planning, estimating, and scheduling** project development and assigning people to tasks. They supervise the work to ensure that it is carried out to the required standards, and they **monitor progress** to check that the development is on time and within budget."

Risk Management

"Project managers have to **assess the risks** that may affect a project, monitor these risks, and take action when problems arise."

People Management

"Project managers are responsible for **managing a team** of people. They have to choose people for their team and establish ways of working that lead to effective team performance."

Reporting

"Project managers are usually responsible for **reporting on the progress** of a project to customers and to the managers of the company developing the software. They have to be able to communicate at a range of levels, from detailed technical information to management summaries."

Proposal Writing

"The first stage in a software project may involve writing a proposal to **win a contract** to carry out an item of work. The proposal describes the objectives of the project and how it will be carried out. It usually includes **cost and schedule estimates** and justifies why the project contract should be awarded to a particular organization or team. Proposal writing is a critical task as the survival of many software companies depends on having enough proposals accepted and contracts awarded."

Risk Management

[Sommerville]

Risk

Probability insignificant, low, moderate, high, very high

Severity insignificant, tolerable, serious, catastrophic

Classification of Risks

Project Risks affect project schedule or resources: loss of an experienced system architect may result in longer development time

Product Risks affect software quality: purchased component may not scale

Business Risks affect organization / company: product of a competitor may reduce number of sales

Stages in Risks Management

- 1. Risk Identification** identify possible project, product, and business risks
- 2. Risk Analysis** assess likelihood and consequences
- 3. Risk Planning** plan how to address risks: avoidance or minimization of effects
- 4. Risk Monitoring** regularly assess risks and revise plans if needed

Risks in Agile Development

reduced risks for requirements changes, increased risks for loss of stuff due to fewer documentation

People Management

[Somerville]

Motivation

"The people working in a software organization are its **greatest assets**. It is expensive to recruit and retain good people, and it is up to software managers to ensure that the engineers working on a project are as **productive** as possible. In successful companies and economies, this productivity is achieved when people are respected by the organization and are assigned responsibilities that reflect their skills and experience."

In Practice

"Software engineers often have strong **technical skills** but may lack the softer skills that enable them to **motivate and lead a project development team**."

Critical Factors

- Consistency** treat people comparably with similar rewards
- Respect** let all people contribute and respect their differences in skills
- Inclusion** consider views of least experienced peoples
- Honesty** manager is honest about own skills and team performance

Teamwork

"Most professional software is developed by project teams that range in size from two to several hundred people. However, as it is impossible for everyone in a large group to work together on a single problem, **large teams are usually split** into a number of smaller groups. Each group is responsible for developing part of the overall system."

Introduction to Project Management

Lessons Learned

- Software development projects
- Project management: goals, influences, activities
- Risk and people management
- Further Reading: [Sommerville](#), Chapter 22 Project Management and [Ludewig and Licher](#), Chapter 7.2 ([Software-Projekte](#))

Practice

- See [Moodle](#)
- Risk identification and analysis: Give an example for a risk of a messenger app in Moodle (2–3 sentences) and specify probability, severity, and classification
- Risk planning and monitoring: How to address the risk mentioned by one of your colleagues? What could change during the project?

Lecture Contents

1. Introduction to Project Management
2. Project Planning and Scheduling
 - Project Planning
 - Gantt Chart
 - Network Diagram
 - Gantt Charts vs Network Diagrams
 - Lessons Learned
3. Summary on Software Engineering I

Project Planning

Anonymous

[[wikiquote.org](#)]

“A goal without a plan is just a wish.”

Project Planning

[Sommerville]

At the Proposal Stage

- when bidding for a contract
- enough resources?
- price for the bidding?
- not all requirements known (i.e., system requirements) \Rightarrow inevitable speculative

Software Pricing

- effort costs (software engineers / managers)
- hardware and software costs (incl. hardware maintenance and software support)
- travel and training costs
- price = estimated costs + profit + contingency (extra effort, 30–50%)

On Project Startup

- who will work on the project?
- how to split into increments?
- refine initial estimates

Throughout the Project

- update plan based on new insights
- learn about the software and team capabilities
- estimates get more accurate

WHEN A USER TAKES A PHOTO,
THE APP SHOULD CHECK WHETHER
THEY'RE IN A NATIONAL PARK...

SURE, EASY GIS LOOKUP.
GIMME A FEW HOURS.

... AND CHECK WHETHER
THE PHOTO IS OF A BIRD.

I'LL NEED A RESEARCH
TEAM AND FIVE YEARS.



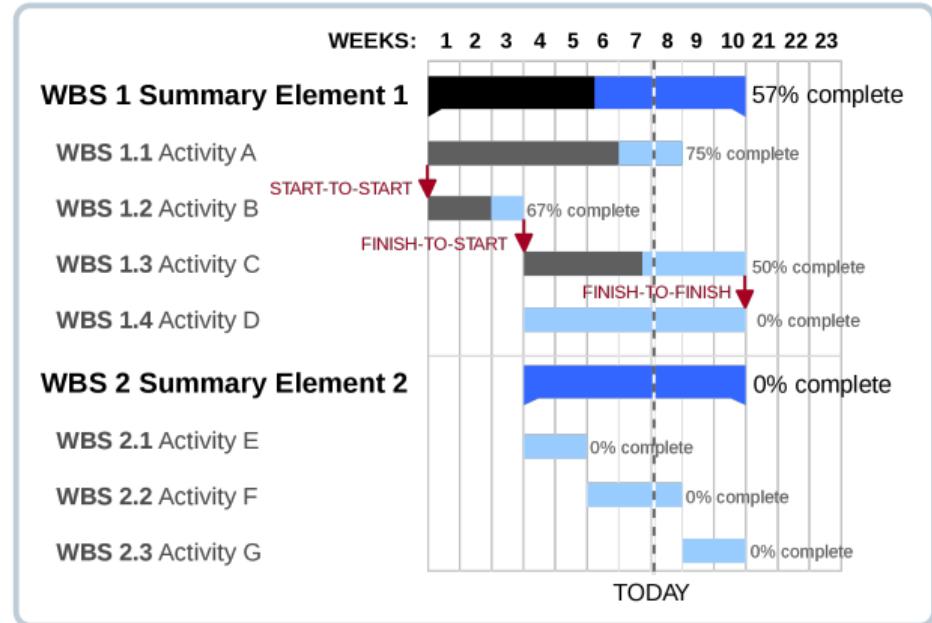
IN CS, IT CAN BE HARD TO EXPLAIN
THE DIFFERENCE BETWEEN THE EASY
AND THE VIRTUALLY IMPOSSIBLE.

Gantt Chart

[Ludewig and Licher, Sommerville]

Gantt Chart

- named after Henry L. Gantt (1861–1919)
- bar chart with timeline on x axis and activities on the y axis
- optional: progress bars and marker for observation date
- optional: dependencies between tasks
- optional, not shown: highlight dependencies on the critical path
- **critical path:** tasks whose delay also delays the project



Network Diagram

[Ludewig and Lichter, Sommerville]

Network Diagram (Netzplan)

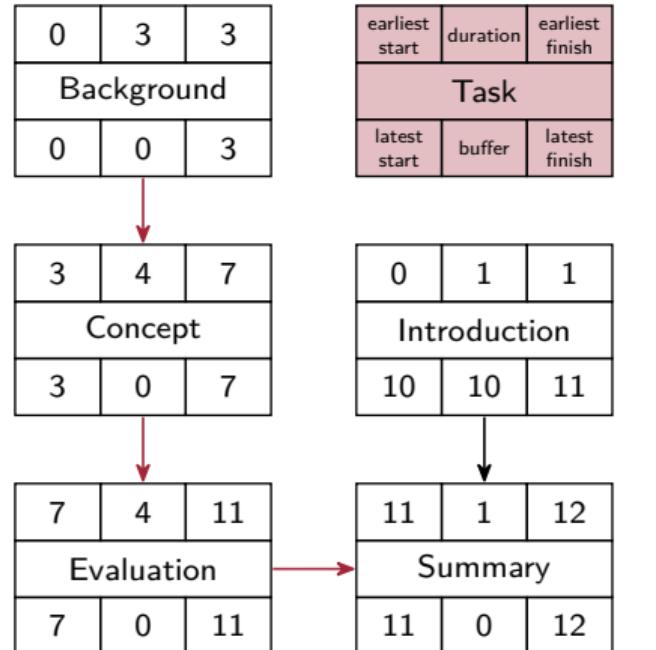
- aka. PERT charts
- directed, acyclic graph
- nodes represent tasks
- edges represent dependencies

Metra Potential Method

Given project start date and **duration** of each activity we can compute:

- **earliest start** and **earliest finish** time with **forward pass**
- **latest start** and **latest finish** time with **backwards pass**
- **buffer** (time span between earliest and latest start/finish)

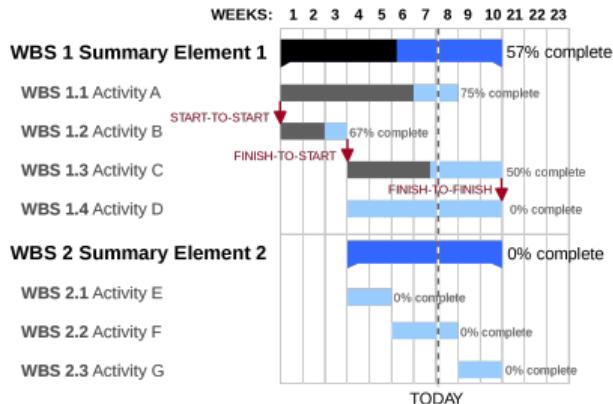
Example Network for a Bachelor's Thesis



Gantt Charts vs Network Diagrams [Sommerville]

Gantt Chart

- very common technique
- many tools available
- great visualization of timing and progress



Network Diagram (Netzplan)

- clear visualization of dependencies
- explicitly includes buffer times
(cf. metra potential method)

0	3	3
Background		
0	0	3

earliest start	duration	earliest finish
Task		
latest start	buffer	latest finish

3	4	7
Concept		
3	0	7

0	1	1
Introduction		
10	10	11

Project Planning and Scheduling

Lessons Learned

- Project planning (incl. software pricing)
- Project scheduling with Gantt charts and network diagrams
- Further Reading: [Sommerville](#), Chapter 23 Project Planning and [Ludewig and Licher](#), Chapter 8.3.2 ([Projektphasen](#))

Practice

- See [Moodle](#)
- Search for a tool to create Gantt charts and use it to schedule the writing of a term paper or bachelor thesis
- Upload your schedule to Moodle and report about your experiences with the tool

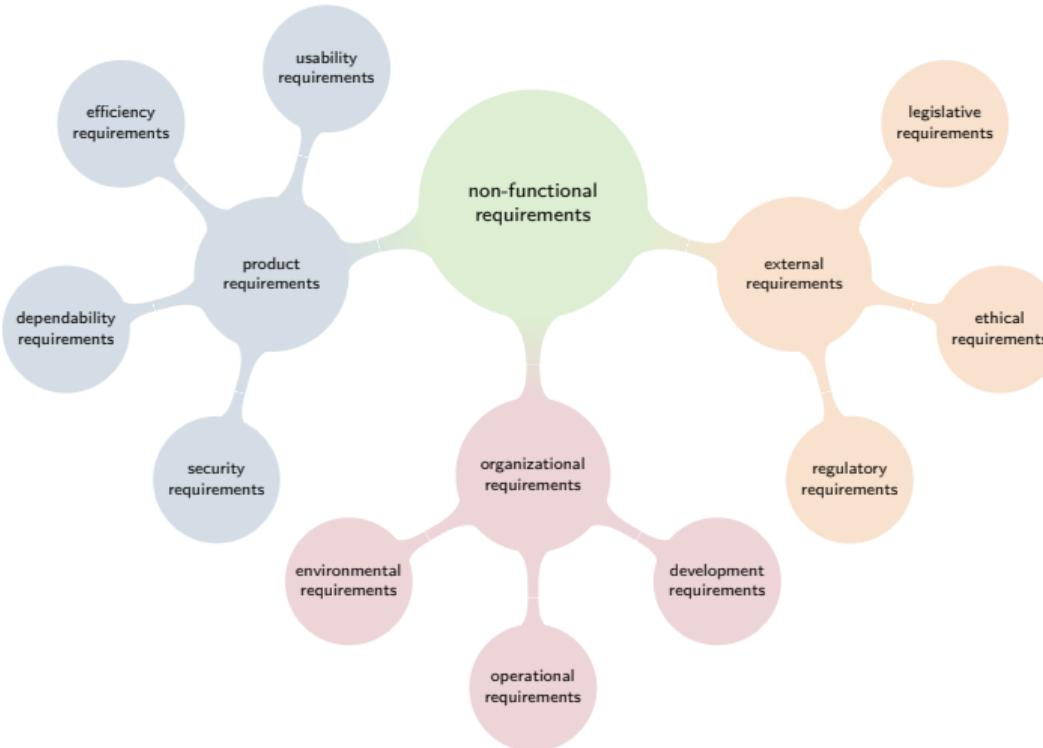
Lecture Contents

1. Introduction to Project Management
2. Project Planning and Scheduling
3. Summary on Software Engineering I
 - Recap: Software Engineering vs Programming
 - Recap: Requirements
 - Recap: Modeling with UML Diagrams
 - Recap: Architecture
 - Recap: Implementation
 - Recap: Design Patterns
 - Recap: Quality Assurance
 - Recap: Process Models
 - Recap: Project Management
 - Lessons Learned

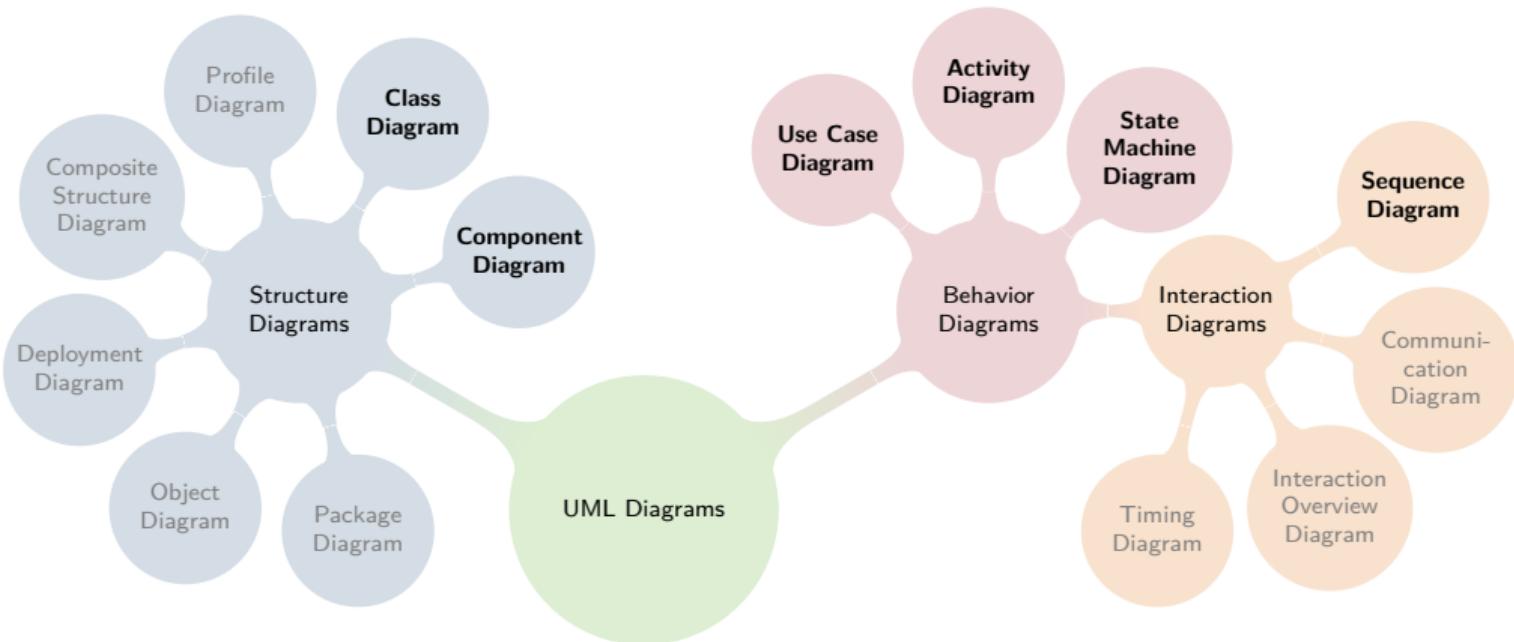
Recap: Software Engineering vs Programming



Recap: Requirements



Recap: Modeling with UML Diagrams [UML 2.5.1]



Recap: Architecture

Architectural Pattern (Architekturmuster)

“Architectural patterns capture the essence of an architecture that has been used in different software systems. [...] Architectural patterns are a means of reusing knowledge about generic system architectures.”

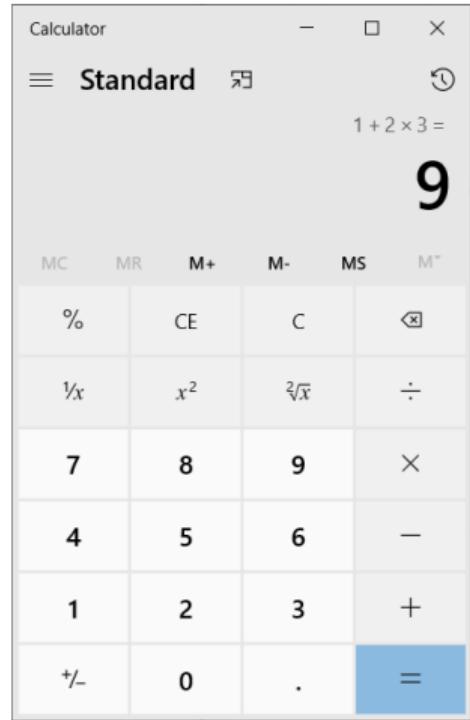
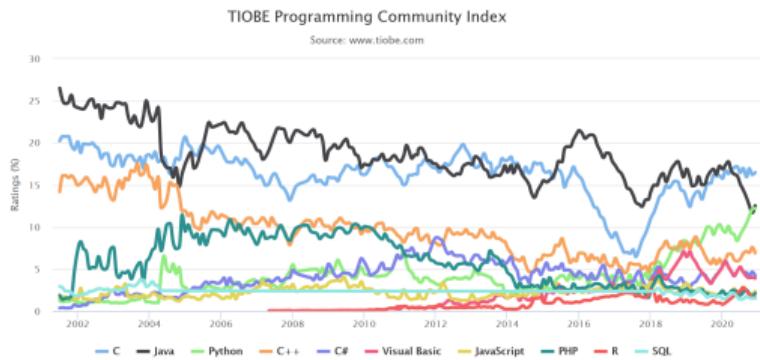
[Sommerville]

Goals

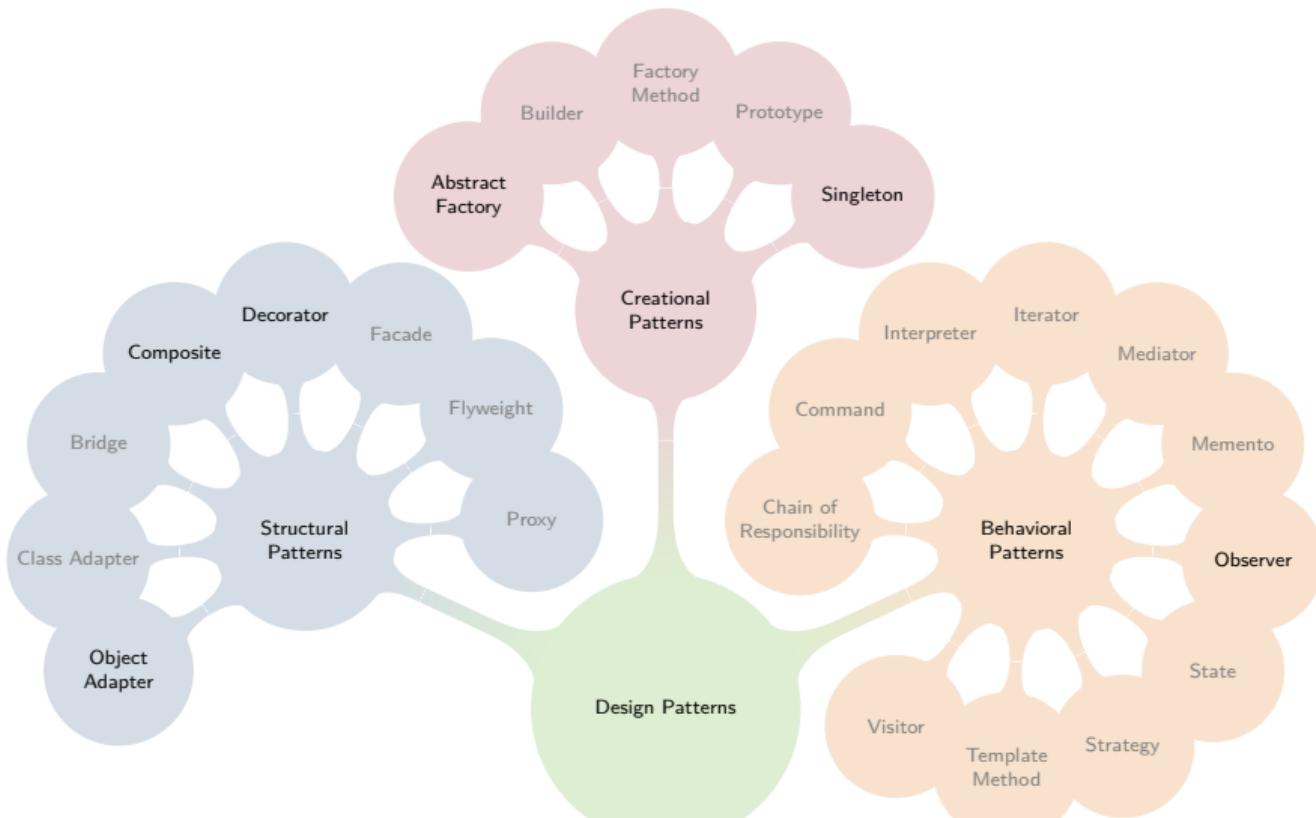


- preserve knowledge of software architects
- reuse of established architectures
- enable efficient communication

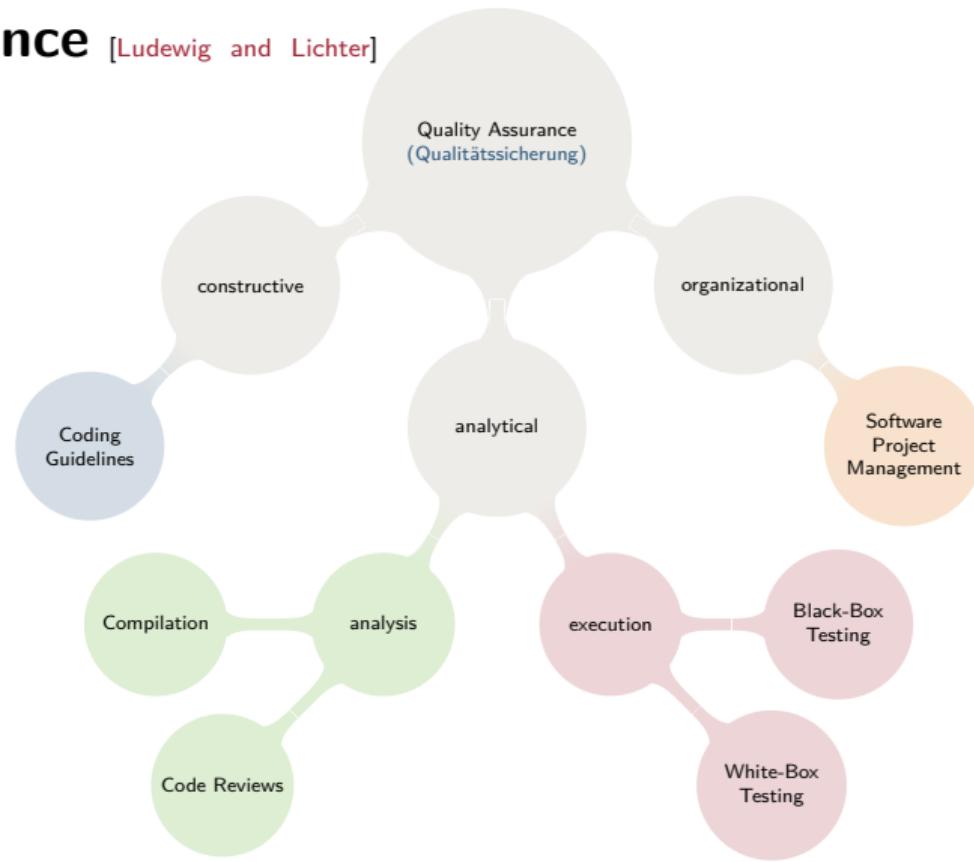
Recap: Implementation



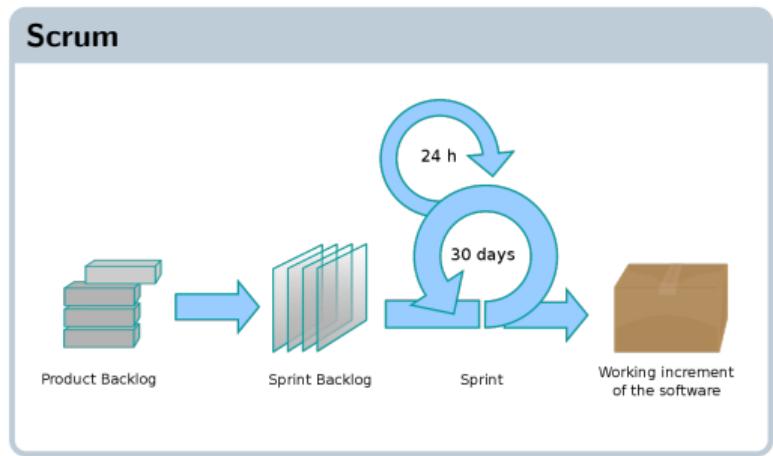
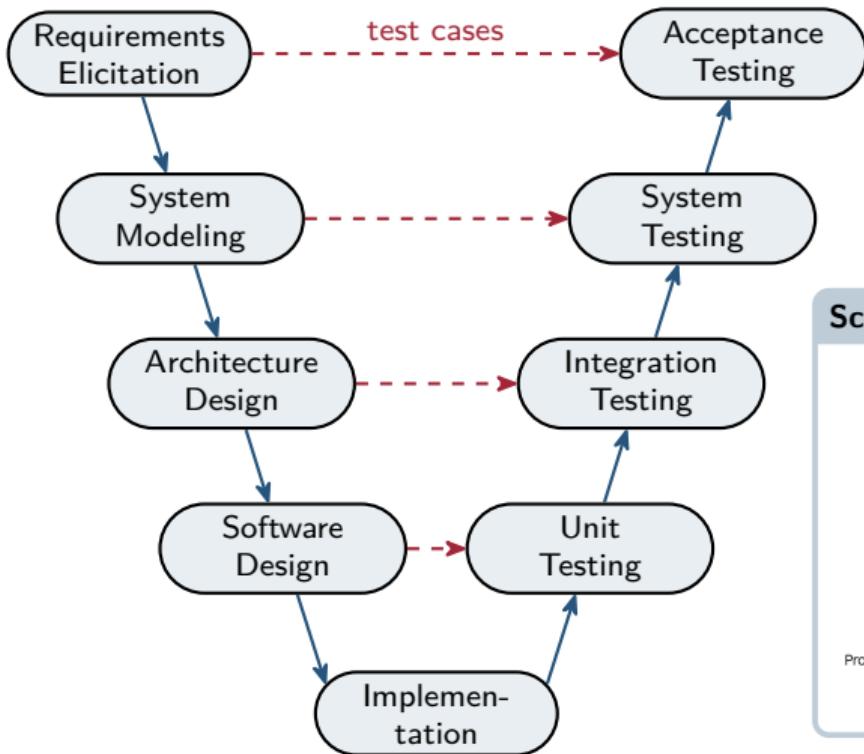
Recap: Design Patterns [Gang of Four (GoF)]



Recap: Quality Assurance [Ludewig and Lichter]

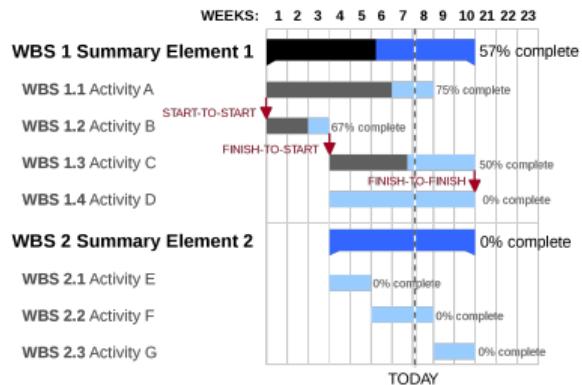


Recap: Process Models



Recap: Project Management

Gantt Charts

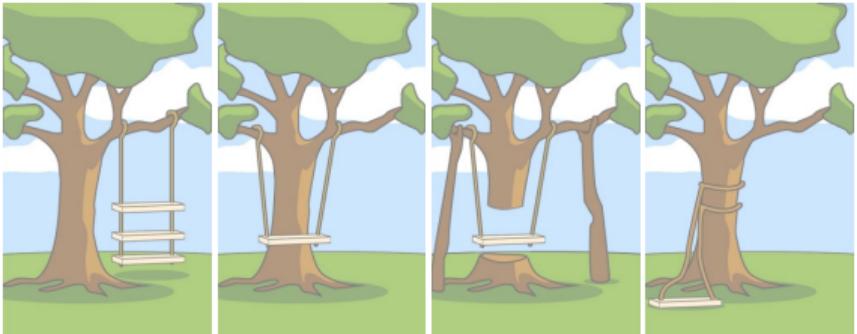


Network Diagrams

0	3	3
Background		
0	0	3

earliest start	duration	earliest finish
Task		
latest start	buffer	latest finish

Software Engineering I

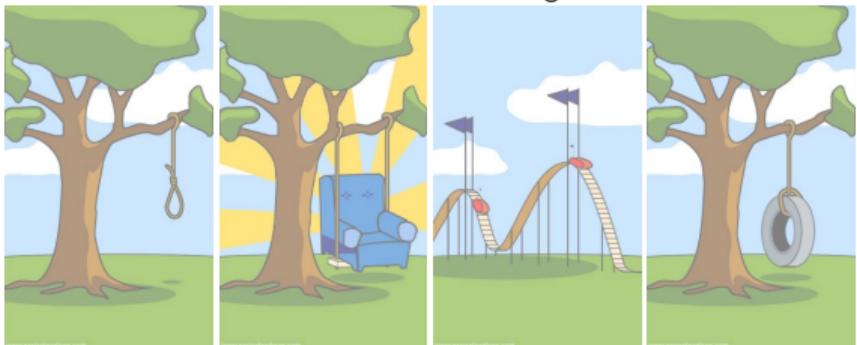


requirements

modeling

architecture and
design

implementation



testing

process

management
and pricing

Software
Engineering II

Summary on Software Engineering I

Lessons Learned

1. Software, its impacts, its engineering
2. Requirements, different kinds, its engineering, use case diagrams
3. System modeling, UML, activity/state machine diagrams
4. Software architecture, component diagrams, architectural patterns
5. Software design, class/sequence diagrams
6. Implementation, programming languages, coding conventions, tooling
7. Design patterns, structural (object adapter, composite, decorator), creational (singleton, abstract factory), behavioral (observer)
8. Quality assurance, compilation, code reviews, white-box/black-box testing
9. Process models, Waterfall, V-Model, Scrum
10. Project management, planning, scheduling

Practice

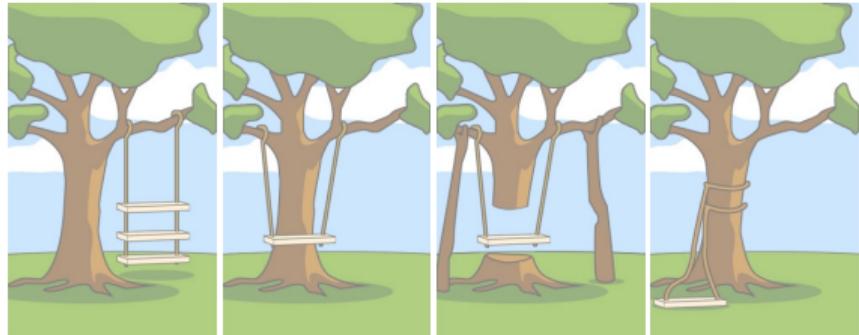
- See [Moodle](#)
- Answer the quiz in Moodle to track your learning progress



Software Engineering

11. Software Evolution | Thomas Thüm | April 26, 2022

Software Engineering I

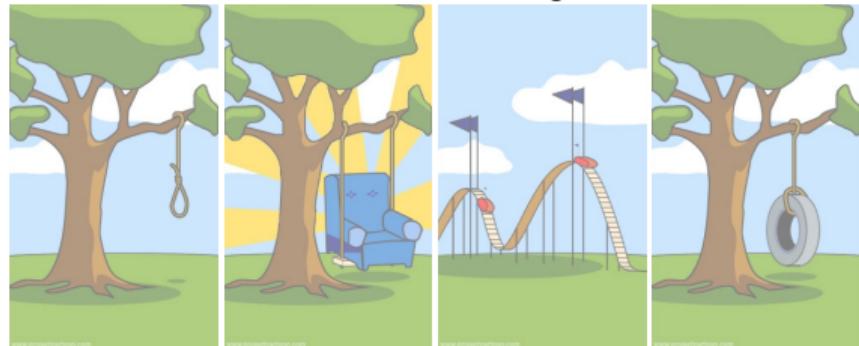


requirements

modeling

architecture and
design

implementation



testing

process

management
and pricing

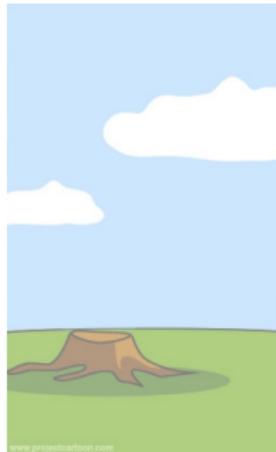
Software
Engineering II

Software Engineering II



how patches were applied

software evolution



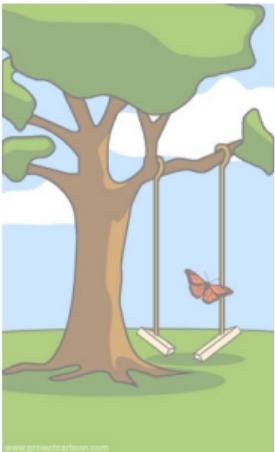
how it was supported

software maintenance



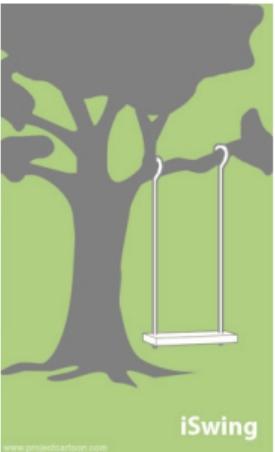
when it was delivered

configuration management



how it performed under load

compilation and static analyses



what marketing advertised

software product lines



the open source version

open-source software

Lecture Overview

1. Software Evolution vs Software Engineering I
2. Programming Wisdom on Software Evolution
3. Smells and Refactorings

Software Evolution vs Software Engineering I

Change is Inevitable

Sommerville:

"Change is inevitable in all large software projects. The **system requirements change** as businesses respond to external pressures, competition, and changed management priorities. As **new technologies become available**, new approaches to design and implementation become possible. Therefore whatever software process model is used, it is essential that it can **accommodate changes** to the software being developed. [...] It may then be necessary to **redesign** the system to deliver the new requirements, **change any programs** that have been developed, and **retest** the system."





Edward V. Berard (1993)

[[wikiquote.org](#)]

Recap: “Walking on water and developing software from a specification are easy if both are frozen.”

Changes to Requirements

Motivation

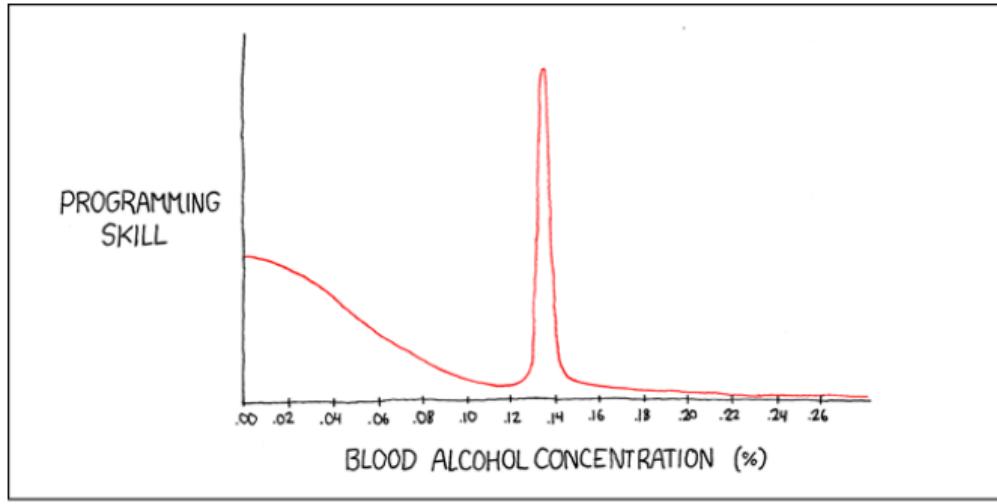
[Sommerville]

- changed problem understanding for all stakeholders
- new or updated hardware
- interfacing to other systems
- new legislation and regulations
- new compromise on conflicting requirements of different stakeholders

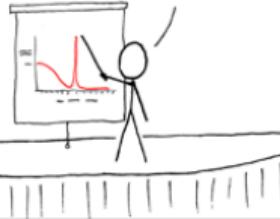
Recap: Extending Thomas' Calculator

The screenshot shows the Eclipse IDE interface with the following details:

- Title Bar:** workspace-2019-09-SE1 - Calculator/src/de/tubs/se1/calculator/Calculator.java - Eclipse IDE
- Menu Bar:** File Edit Source Refactor Navigate Search Project Run Window Help
- Toolbar:** Standard Eclipse toolbar icons.
- Package Explorer:** Shows the project structure:
 - Calculator [trunk/Calculator]
 - src
 - de.tubs.se1.calculator
 - Add.java
 - Calculator.java
 - Expression.java
 - Subtract.java
 - Value.java
 - JRE System Library [openJDK]
 - JavaFx
 - requirements.txt 3 12/11/1
- Code Editor:** Displays the `Calculator.java` file content. The cursor is at line 48, where the `update` method is being edited. A tooltip for `update` shows the signature `void update()`. The code includes logic for addition and subtraction operations.
- JavaFX Application Window:** A modal dialog titled "SE1 Calculator" is displayed, showing a simple GUI with a text input field and two buttons labeled "+" and "-".
- Bottom Status Bar:** Writable, Smart Insert, 19 : 34 : 592



CALLED THE BALLMER PEAK, IT WAS DISCOVERED BY MICROSOFT IN THE LATE 80's. THE CAUSE IS UNKNOWN, BUT SOMEHOW A BAC BETWEEN 0.12% AND 0.18% CONFERs SUPERHUMAN PROGRAMMING ABILITY.



HOWEVER, IT'S A DELICATE EFFECT REQUIRING CAREFUL CALIBRATION - YOU CAN'T JUST GIVE A TEAM OF CODERS A YEAR'S SUPPLY OF WHISKEY AND TELL THEM TO GET CRACKING.



...HAS THAT EVER HAPPENED?

REMEMBER
WINDOWS ME?
I KNEW IT!

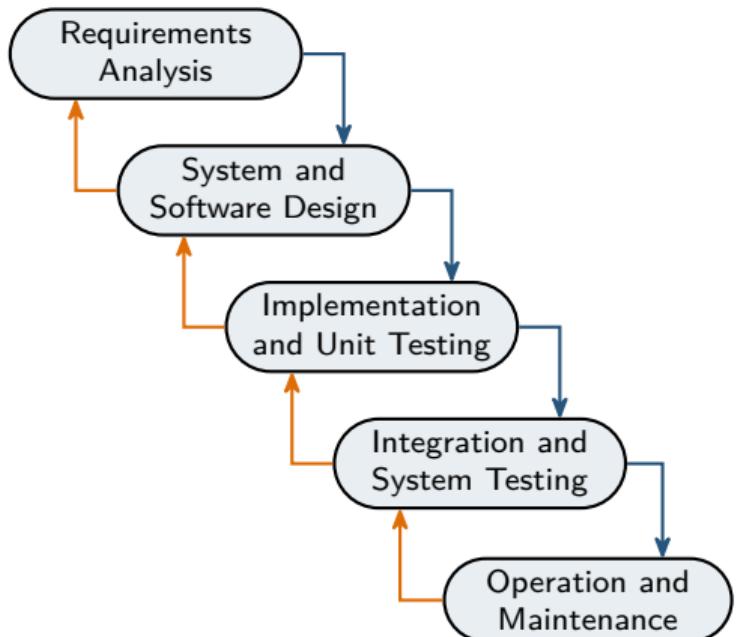


Recap: Design Patterns [Gang of Four (GoF)]

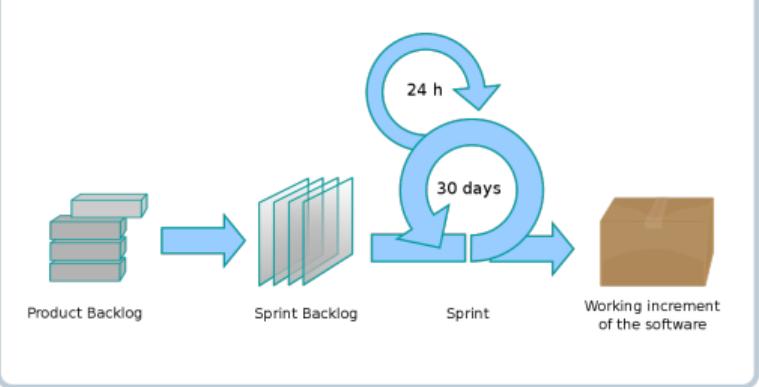


Recap: Process Models

Waterfall Model

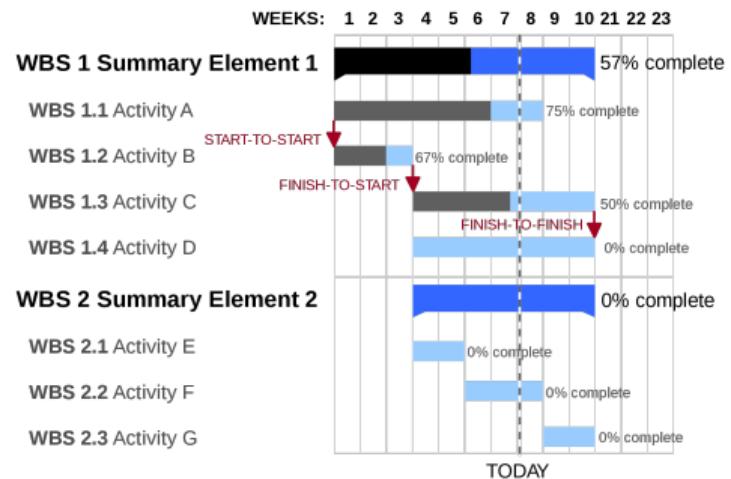


Scrum



Recap: Project Management

Gantt Charts



Regression Testing

[Ludewig and Licher]

Regression Testing (Regressionstesten)

"Selective retesting of a system or component to verify that modifications have not caused unintended effects and that the system or component still complies with its specified requirements."

Goal

- every change has desired effects
- regression testing aims to detect undesired side-effects

Assumptions

- minor change to the program behavior
- program was largely correct before
- results only differ in old and new version where desired

Characteristics

- requires to document test results before changes
- actual results are not only compared to specification, but also to previous results for the same inputs

Software Evolution vs Software Engineering I

Lessons Learned

- Incremental development and changed requirements cause evolution
- Design patterns ease evolution
- Regression testing incorporates results of new **and old** version
- Further Reading: **Sommerville**, 2.3 Coping with Change and 4.6 Requirements Change
- Further Reading: **Ludewig and Licher**, 19.1.3 (**Der Regressionstest**)

Practice

- Form groups of 2–3 students
- Think: what are further examples for **software evolution**?
- Pair: which of those examples are amendable to **regression testing**?
- Share: briefly describe one example of each kind in Moodle



Programming Wisdom on Software Evolution

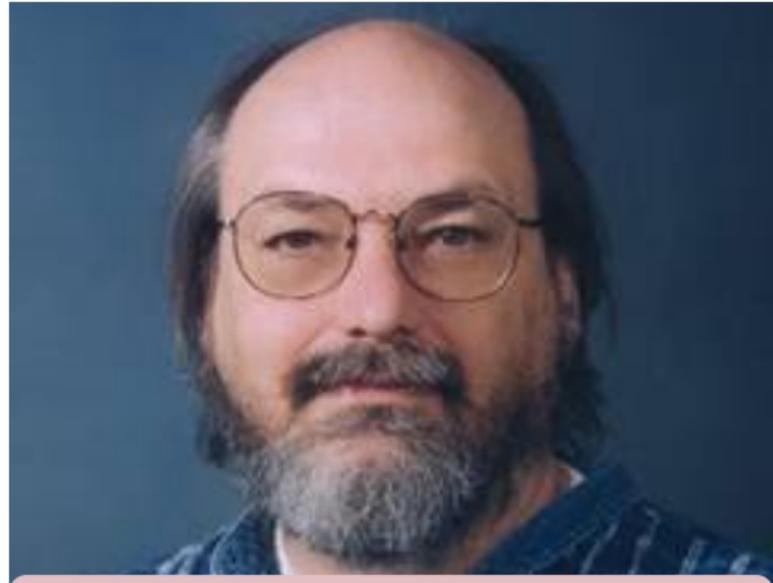
Avoiding Complexity



Richard E. Pattis

[cmu.edu]

“When debugging, novices insert corrective code; experts remove defective code.”



Ken Thompson (born 1943)

[twitter.com]

“One of my most productive days was throwing away 1,000 lines of code.”

ALGORITHMS BY COMPLEXITY

MORE COMPLEX →

LEFTPAD

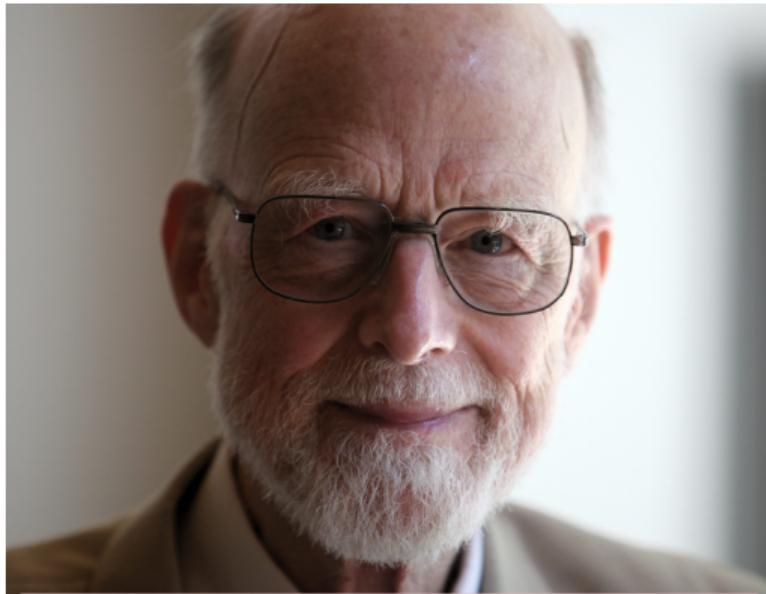
QUICKSORT
MERGE

GIT
SELF-
DRIVING
CAR

GOOGLE
SEARCH
BACKEND

SPRAWLING EXCEL SPREADSHEET
BUILT UP OVER 20 YEARS BY A
CHURCH GROUP IN NEBRASKA TO
COORDINATE THEIR SCHEDULING

Increasing Complexity



Tony Hoare (born 1934)

[[twitter.com](#)]

“Inside every large program, there is a small program trying to get out.”



Meir “Manny” Lehman (1925–2010)

[[twitter.com](#)]

“An evolving system increases its complexity unless work is done to reduce it.”

Lehman's Laws of Software Evolution

[Lehman et al. 1997]

Lehman's Laws (excerpt)

- Continuing Change: systems must be continually adapted to stay satisfactory
- Increasing Complexity: complexity increases during evolution unless work is done to maintain or reduce it
- Conservation of Familiarity: satisfactory evolution excludes excessive growth
- Continuing Growth: functionality must be continually increased to maintain user satisfaction
- Declining Quality: quality will decline unless rigorously maintained and adapted to operational environment changes

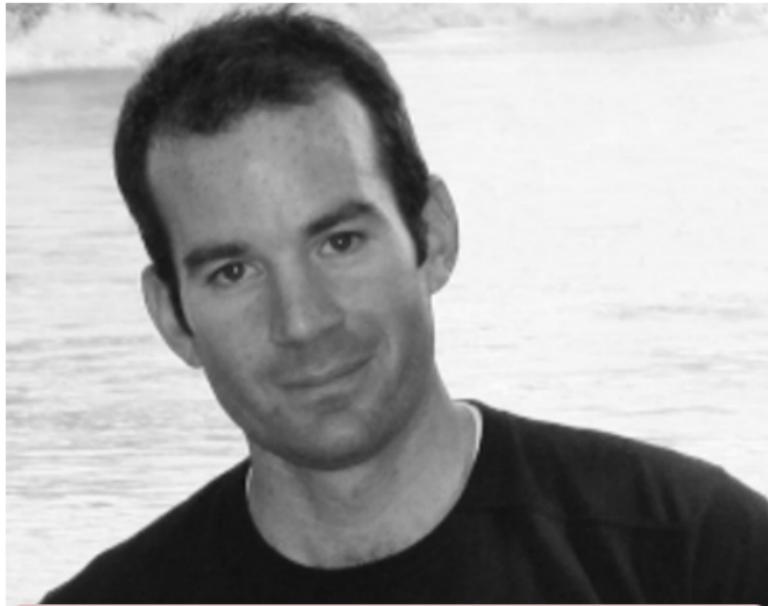
Essence of the Laws

- software that is used will be modified
- when modified, its complexity will increase (unless one does actively work against it)

Consequences

- functional changes are inevitable
- changes are not necessarily a consequence of errors (e.g., in requirements engineering or programming)
- there are limits to what a development team can achieve (cf. Continuing Growth)

Simplicity over Performance



Wes Dyer

[[twitter.com](#)]

“Make it correct, make it clear, make it concise, make it fast. In that order.”



Joshua J. Bloch (born 1961)

[[twitter.com](#)]

“The cleaner and nicer the program, the faster it's going to run. And if it doesn't, it'll be easy to make it fast.”

Programming Wisdom on Software Evolution

Lessons Learned

- Sources for complexity: workarounds, unnecessary code, performance tweaks
- Lehman's laws: software is modified and gets more complex
- Further Reading: [Ludewig and Licher](#), 23.1 ([Software-Evolution](#))

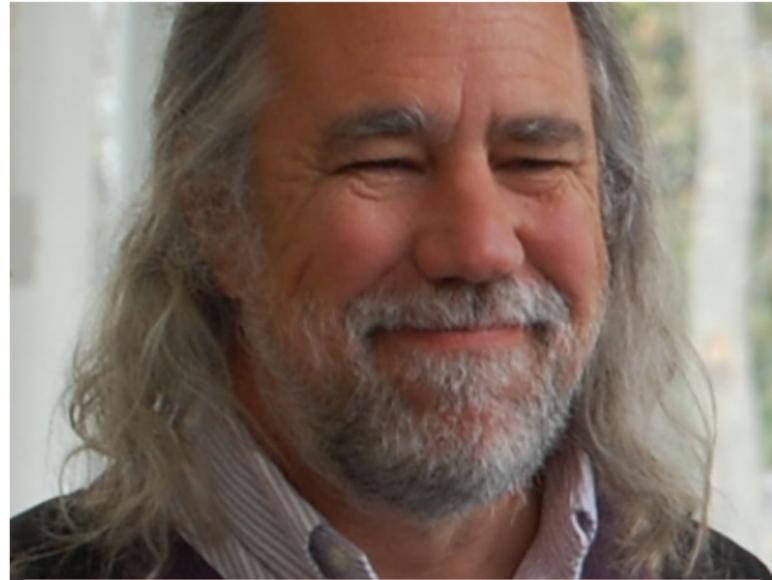
Practice

- Form groups of 2–3 students
- Think: find a (counter) example for one of Lehman's laws
- Pair: discuss the example with your colleagues – does it fulfill further laws?
- Share: share one example and the according law in Moodle



Smells and Refactorings

Simple and Clean



Grady Booch (born 1955)

[[twitter.com](#)]

“The function of good software is to make the complex appear to be simple.”



Robert C. Martin (Uncle Bob, born 1952)

Boy Scouts Rule: “Leave the campground cleaner than the way you found it.”

[[oreilly.com](#)]

Code Refactoring

[Sommerville]

Motivation

- anticipating changes is typically infeasible
- anticipated changes may not materialize and unanticipated changes are required
- make changes easier by constantly refactoring the code

Refactoring

“Refactoring means that the programming team looks for possible improvements to the software and implements them immediately. When team members see code that can be improved, they make these improvements even in situations where there is no immediate need for them.”

Structure of the Software

“A fundamental problem of incremental development is that local changes tend to **degrade the software structure**. Consequently, further changes to the software become harder and harder to implement. Essentially, the development proceeds by finding workarounds to problems, with the result that code is often duplicated, parts of the software are reused in inappropriate ways, and the overall structure degrades as code is added to the system.

Refactoring improves the software structure and readability and so avoids the structural deterioration that naturally occurs when software is changed.”

Refactoring in Practice

Theory vs Practice

[Sommerville]

"In principle, when refactoring is part of the development process, the software should always be easy to understand and change as new requirements are proposed. In practice, this is not always the case. Sometimes **development pressure means that refactoring is delayed** because the time is devoted to the implementation of new functionality. Some new features and changes cannot readily be accommodated by code-level refactoring and **require that the architecture of the system be modified.**"

Grandma Beck's Child-Rearing Philosophy

"If it stinks, change it."

[oreilly.com]

Smells

[Fowler's Refactoring]

Mysterious Name

"Puzzling over some text to understand what's going on is a great thing if you're reading a detective novel, but not when you're reading code. [...] One of the most important parts of clear code is good names, so we put a lot of thought into naming functions, modules, variables, classes, so they clearly communicate what they do and how to use them."

— Rename Method/Field/Variable Refactoring

Duplicated Code

"If you see the same code structure in more than one place, you can be sure that your program will be better if you find a way to unify them. Duplication means that every time you read these copies, you need to read them carefully to see if there's any difference. If you need to change the duplicated code, you have to find and catch each duplication."

— Extract/Pull-Up Method Refactoring

Smells

[Fowler's Refactoring]

Long Method

"Since the early days of programming, people have realized that the longer a function is, the more difficult it is to understand. Older languages carried an overhead in subroutine calls, which deterred people from small functions. [...] [T]he real key to making it easy to understand small functions is good naming. If you have a good name for a function, you mostly don't need to look at its body. [...] A heuristic we follow is that whenever we feel the need to comment something, we write a function instead."

— Extract Method Refactoring



Robert C. Martin (Uncle Bob, born 1952)

"Functions should do one thing. They should do it well. They should do it only."

[\[oreilly.com\]](http://oreilly.com)

Writing Requires Reading



Robert C. Martin (Uncle Bob, born 1952)

“So if you want to go fast, if you want to get done quickly, if you want your code to be easy to write, make it easy to read.”

[\[oreilly.com\]](http://oreilly.com)



Eagleson's Law

[\[nus.edu.sg\]](http://nus.edu.sg)

“Any code of your own that you haven't looked at for six or more months might as well have been written by someone else.”

I COULD RESTRUCTURE
THE PROGRAM'S FLOW

OR USE ONE LITTLE
'GOTO' INSTEAD.



EH, SCREW GOOD PRACTICE.
HOW BAD CAN IT BE?

goto main_sub3;

N

COMPILE



Spaghetti or Lasagne?



Edsger W. Dijkstra (1968)

[acm.org]

"Go-To Statement Considered Harmful"
(today known as spaghetti code)



Roberto Waltman

[twitter.com]

"In the one and only true way. The object-oriented version of 'Spaghetti code' is, of course, 'Lasagna code'. (Too many layers)."

Smells and Refactorings

Lessons Learned

- Smells (anti patterns): structures to avoid
- Examples: mysterious name, duplicated code, long method
- Refactorings: clean-up of structures before and after every change
- Examples: rename X refactoring, extract/pull-up method refactoring
- Further Reading: [Sommerville](#), 3.2.2 Refactoring
- Further Reading: [Fowler's Refactoring](#)
- Further Reading: [Uncle Bob's Clean Code](#)

Practice

- Research another smell and report it (incl. source) to Moodle
- Find a suitable refactoring for an anti-pattern of your colleagues (answer to their post)
- Will be discussed in next lecture
- Deadline: May 2 at 12 noon





Software Engineering

11. Software Evolution | Thomas Thüm | April 26, 2022