

CS 301

Software Engineering

Module - 40

Eswaran Narasimhan

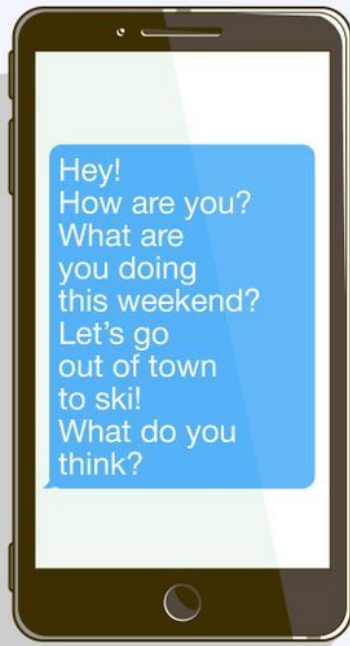
A photograph of a road tunnel formed by tall, slender trees in France. The road is paved and curves gently to the right. A small, dark-colored car is driving away from the viewer in the distance. The trees are tall and thin, with their branches reaching over the road, creating a natural canopy. The ground is covered with fallen leaves, suggesting autumn. The overall atmosphere is peaceful and scenic.

Road Ahead!

Photo Credits :https://www.facebook.com/bestparto/posts/the-perfect-tree-tunnel-france-photo-by-remo_daut/889001394872676/

Two Types of PEOPLE

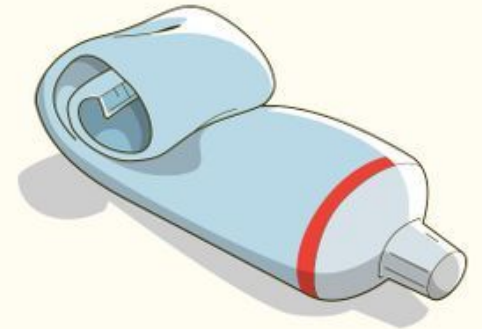
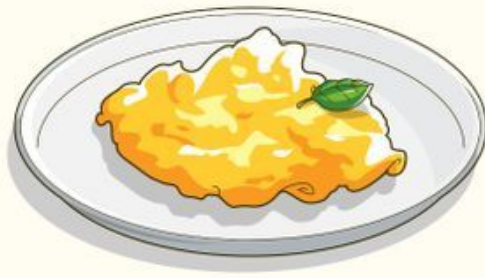
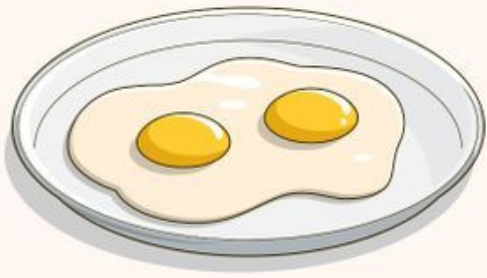
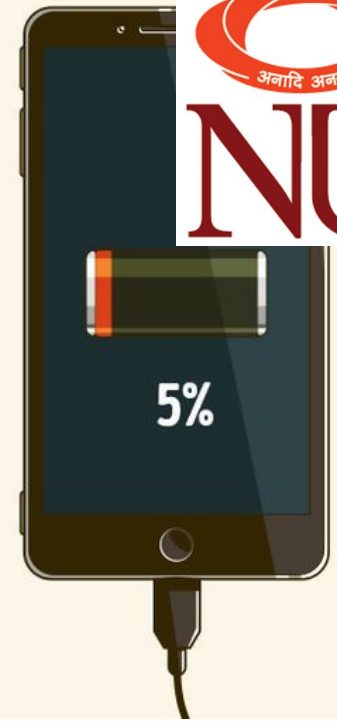
Two Types of PEOPLE



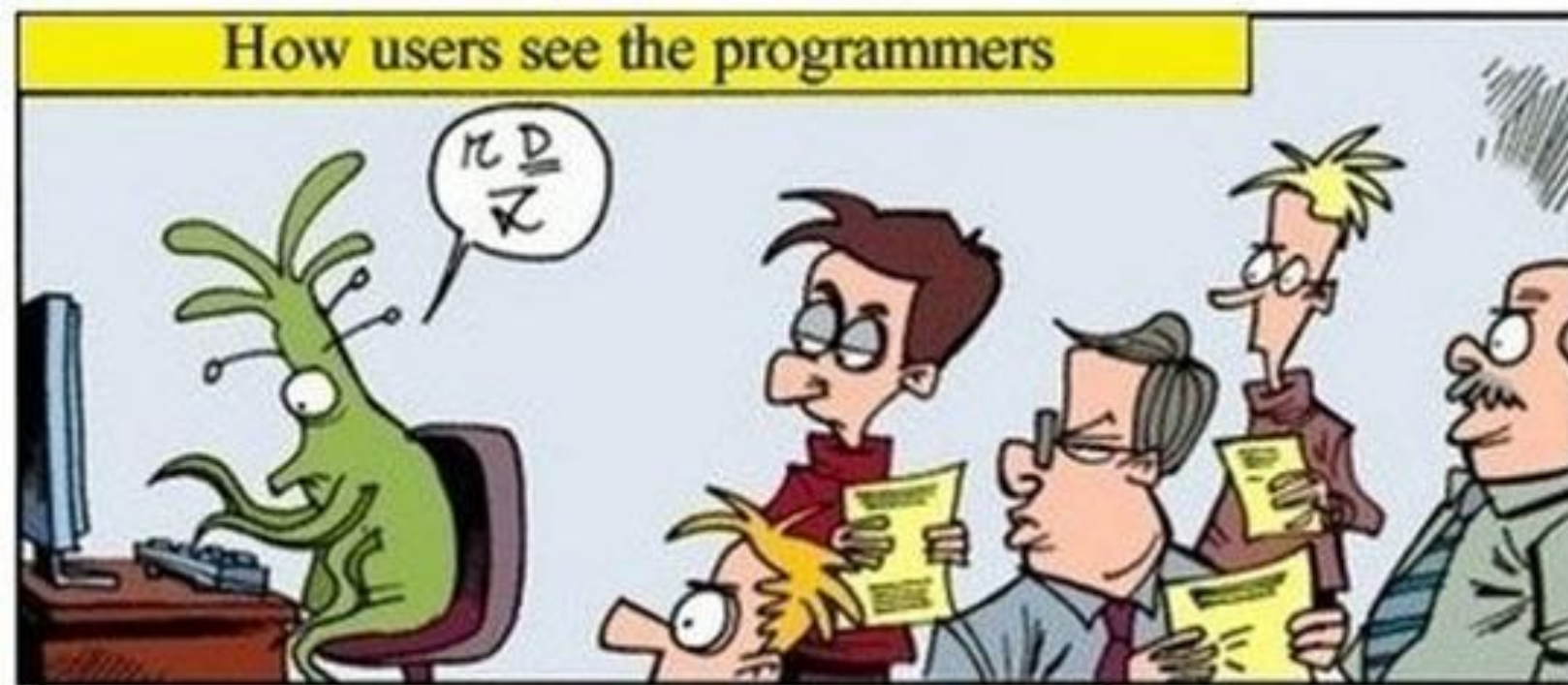
Two Types of PEOPLE



Two Types of PEOPLE



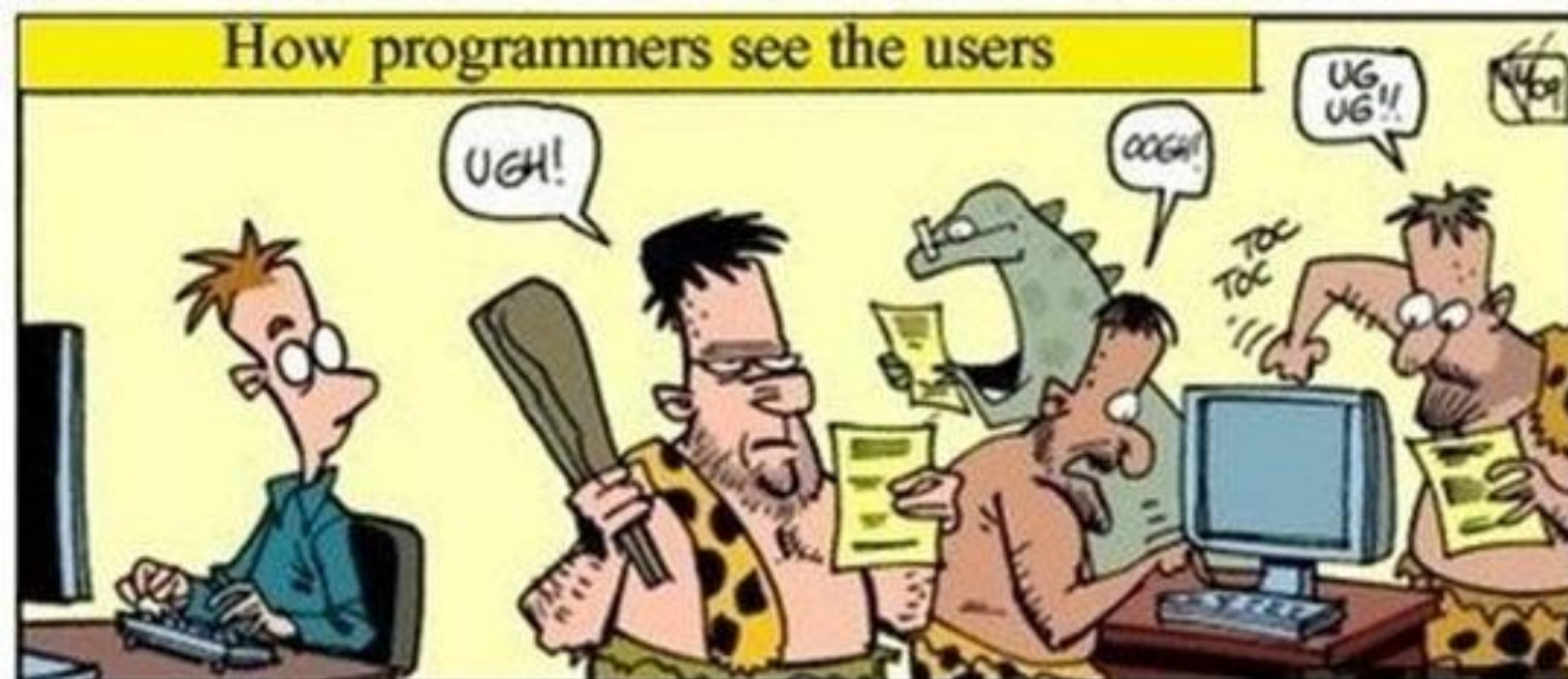
How users see the programmers



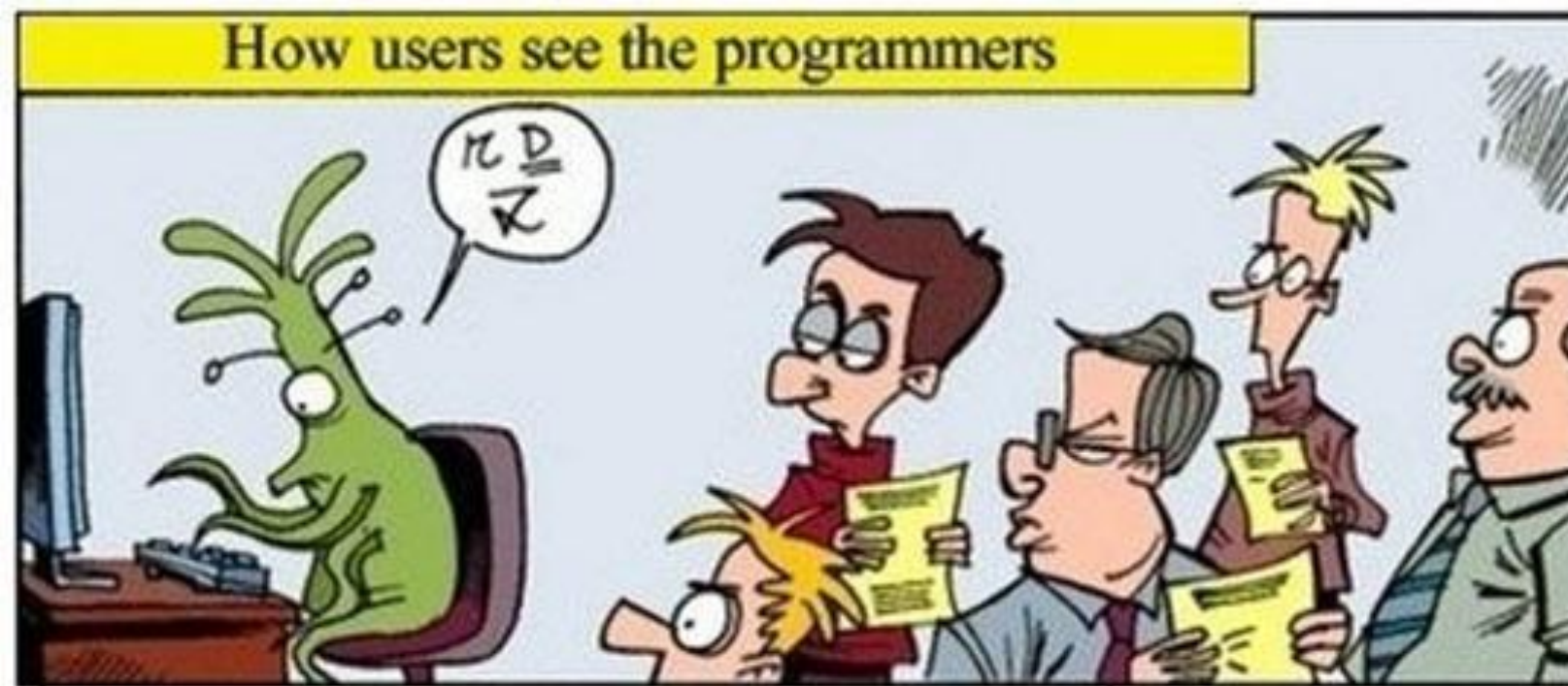
<https://msiccnet/editorial-the-relationship-between-developers-and-users/>



How programmers see the users



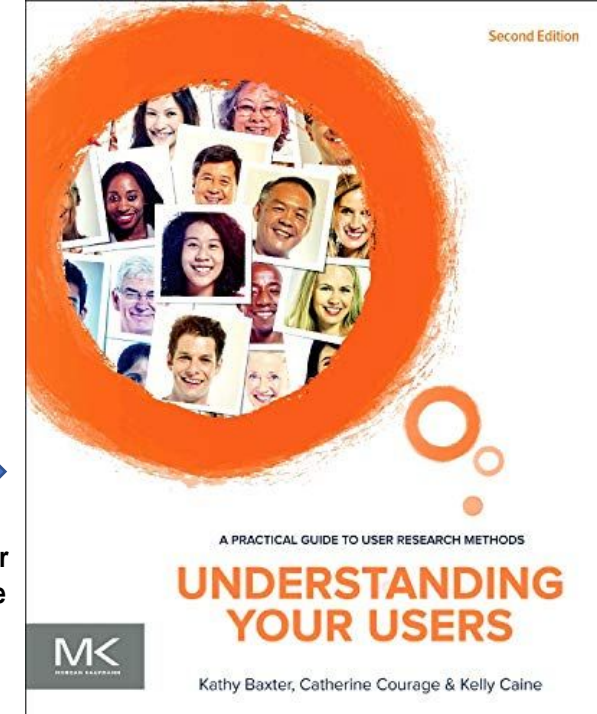
How users see the programmers



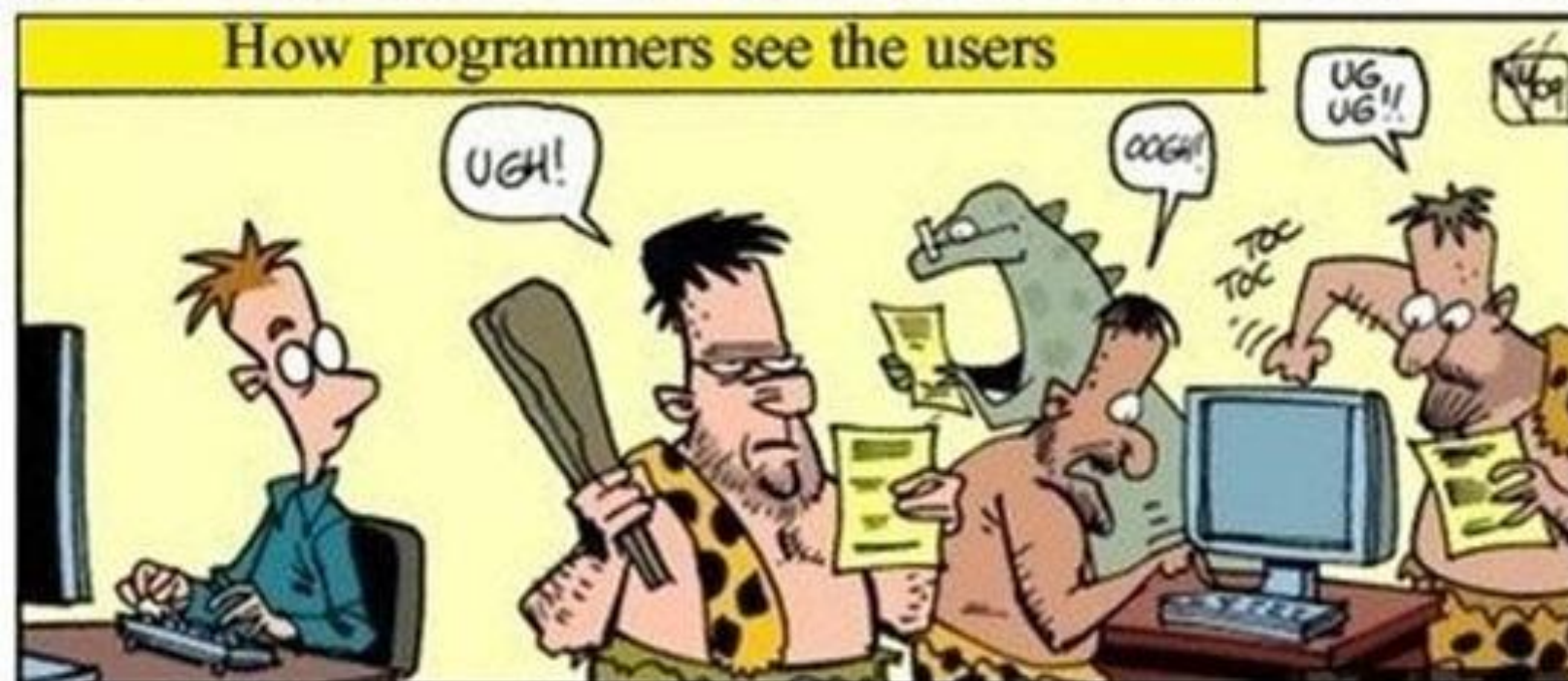
<https://msiccn.net/editorial-the-relationship-between-developers-and-users/>



<https://www.amazon.com/Understanding-Your-Users-Interactive-Technologies/dp/0128002328>



How programmers see the users



Understanding the Developer

Who they are, how they think, and more

If you are trying to reach developers with your products and services, it helps to know who they are, how they think, what they are interested in learning, how they like to learn, and how much of the company's purse strings they really control.

We took a look at the available data from multiple sources (including our own) to compile a portrait of today's developer. From the silly (57% prefer coffee), to the serious (71% of developers have at least some influence when it comes to buying tools and software components), here are 11 things to know about developers today.

DEVADA
DEVELOPER-ENABLING DEVELOPERS

<https://devadacom/resources/>

TWO TYPES OF PROGRAMMERS



```
int main ()  
{  
    printf("Hello World");  
    return 0;  
}
```

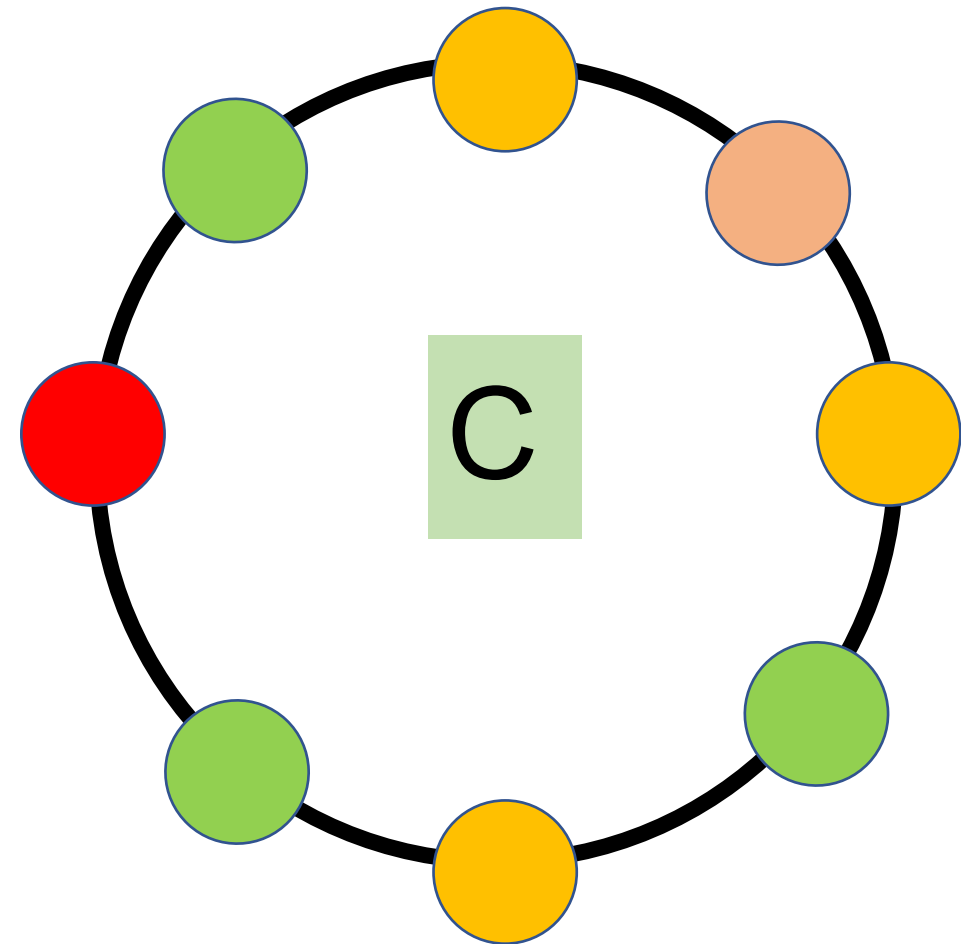
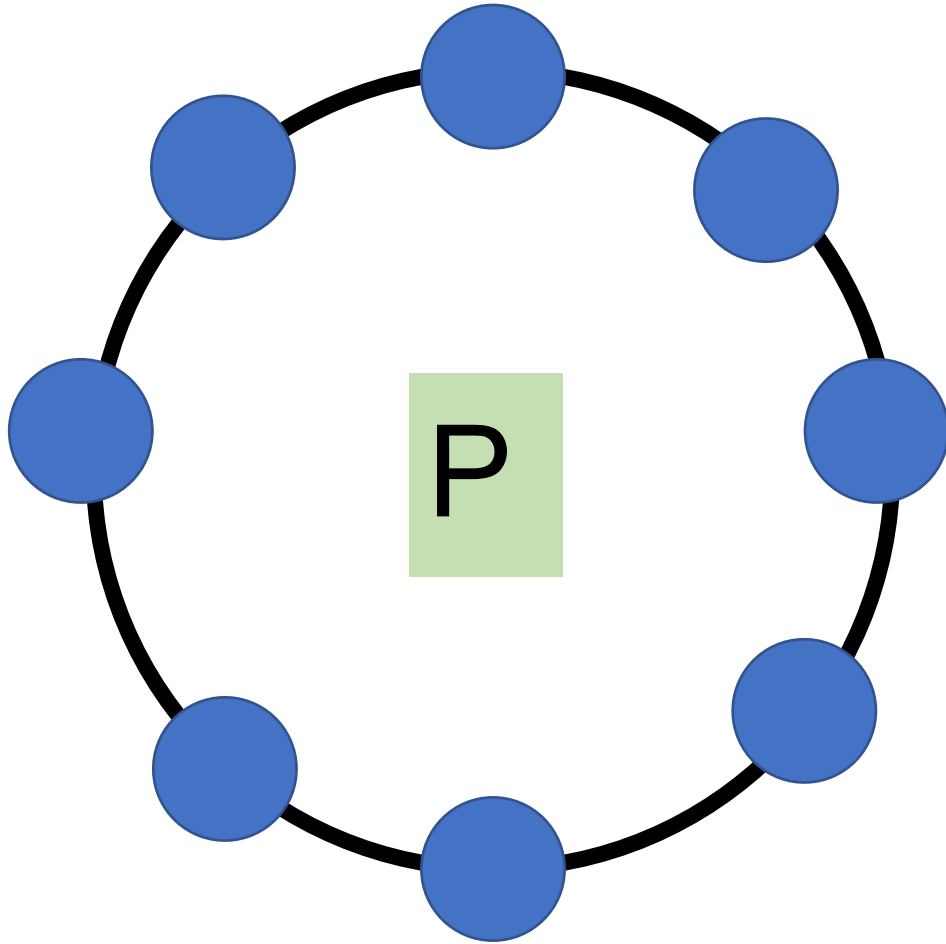


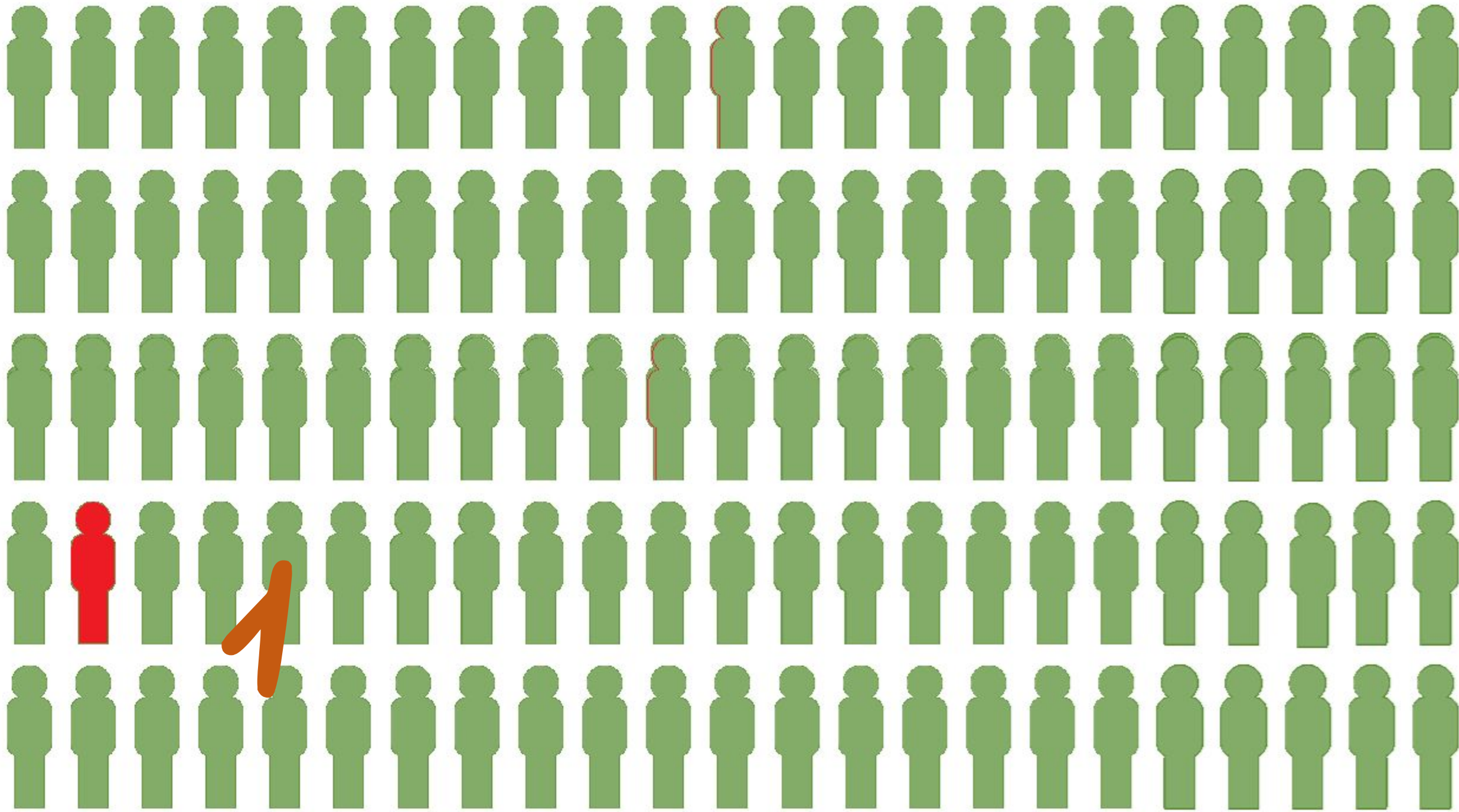
```
// Simple C program  
// main function  
// where the execution begins  
int main ()  
{  
    // prints hello world  
    printf("Hello World");  
    return 0;  
}
```

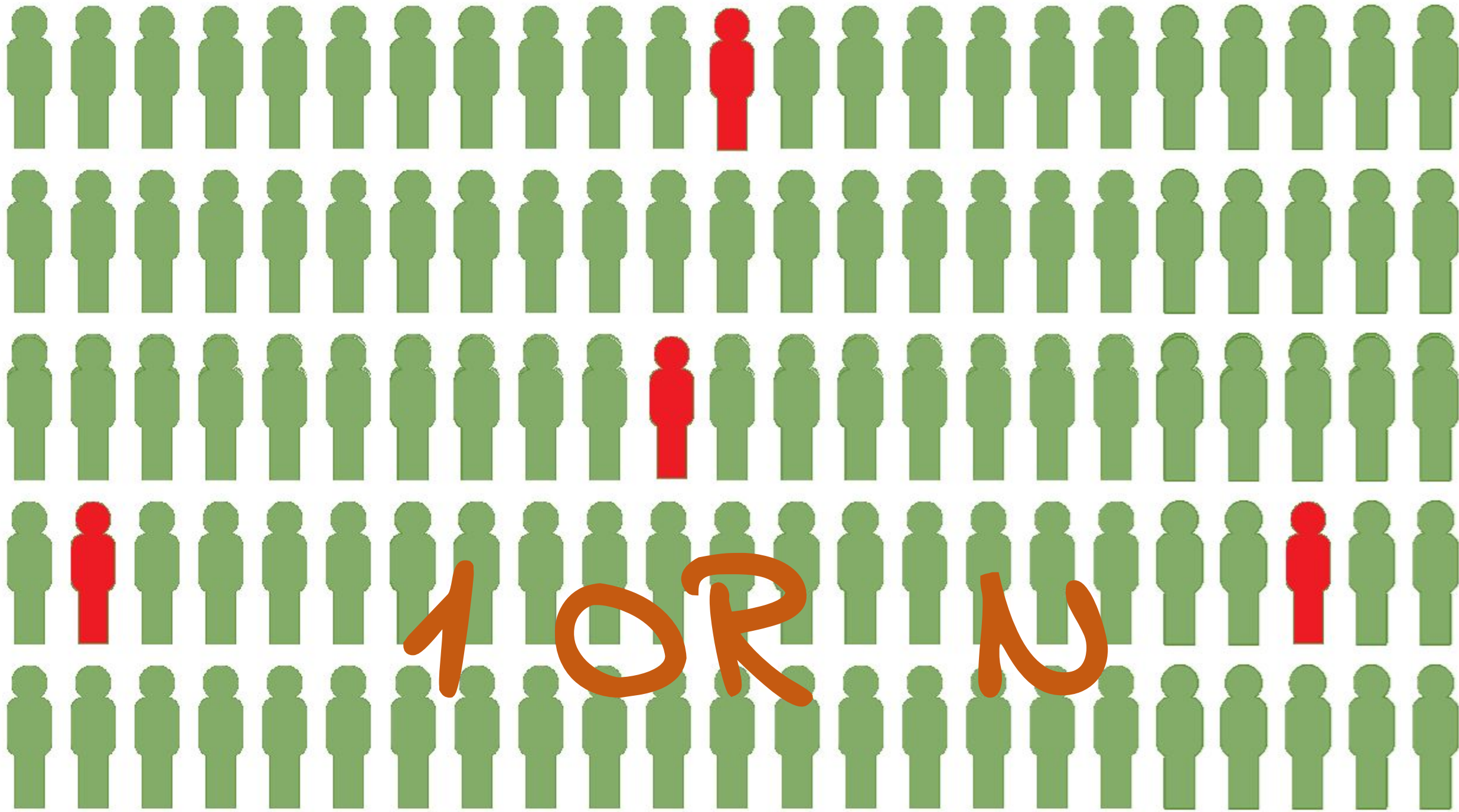
TWO TYPES OF ORGANIZATIONS



PRODUCT vs CUSTOMER







1 OR N

Across SDLC

- ❑ Requirements
- ❑ Design
- ❑ Development Stage
- ❑ Software Testing Stage
- ❑ Implementation & Integration
- ❑ Operations and Maintenance

P

C

P

☒ Requirements

☐ Design

☐ Development Stage

☐ Software Testing Stage

☐ Implementation & Integration

☐ Operations and Maintenance

- ☒ Base Requirements – Requirements Prioritizing, Cost of Requirements
- ☒ Listening – Exercises
- ☒ Run twice as fast – to be in the same place

C

- ☒ Different Requirements
- ☒ Re-learn, Adapt
- ☒ Maintaining Abstractions and Uniqueness

P

☐ Requirements

☒ Design

☐ Development Stage

☐ Software Testing Stage

☐ Implementation & Integration

☐ Operations and Maintenance

☐ Flexible Design – Technology Driven

☐ Interoperability

☐ Standards and Protocols

C

☐ High level of Abstraction \square Variable Configuration

☐ Flexible Design \square Functionality Driven

☐ Compliance to Enterprise Architecture

P

C

☐ Requirements

☐ Design

☒ ~~Development Stage~~

☐ Software Testing Stage

☐ Implementation & Integration

☐ Operations and Maintenance

- ☐ Focus on DevOps – High
- ☐ Market Sensitive Releases
- ☐ Security Sensitivity - High

- ☐ Stable Design – Enterprise Roadmap
- ☐ Interface Adaptability
- ☐ Function vs Feature

P

☐ Requirements

☐ Design

☐ Development Stage

☒ ~~Software Testing Stage~~

☐ Implementation & Integration

☐ Operations and Maintenance

☐ Regression Testing – High

☐ Automated Testing

C

☐ Functional Testing Driven

☐ Sociability Testing

P

C

☐ Requirements

☐ Design

☐ Development Stage

☐ Software Testing Stage

☐ Implementation & Integration

☐ Operations and Maintenance

☐ User Choices

☐ Interoperability

☐ EA driven Solutions

☐ Longer Life

P

☐ Requirements

☐ Design

☐ Development Stage

☐ Software Testing Stage

☐ Implementation & Integration

☐ Operations and Maintenance

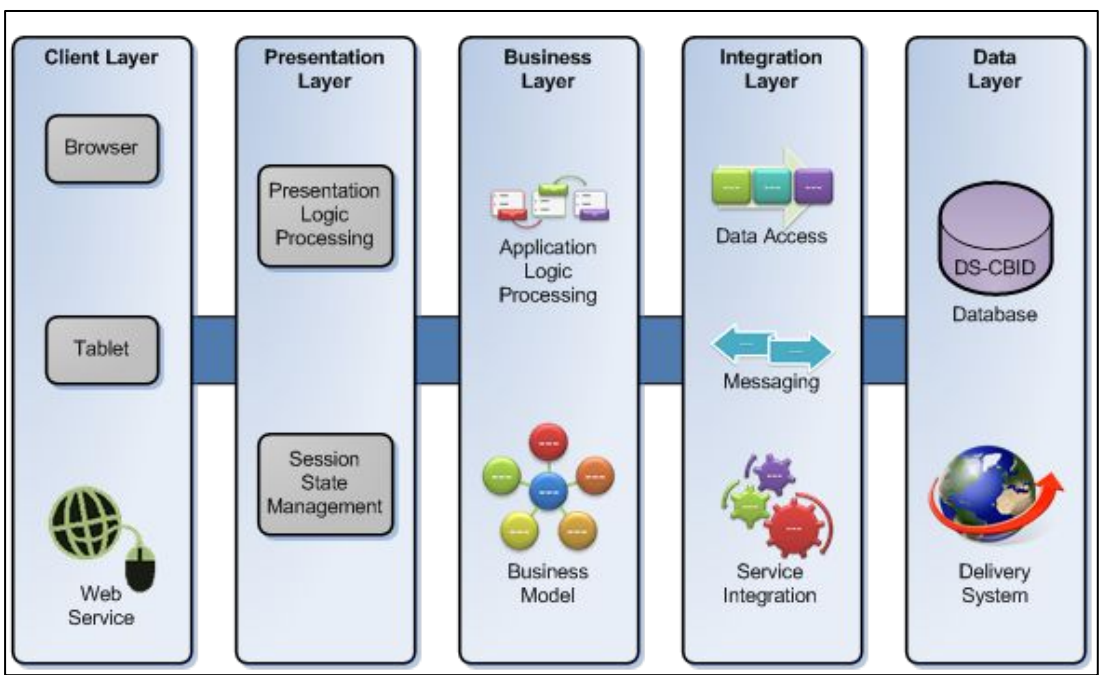
☐ Low Focus – Managed by New Releases

C

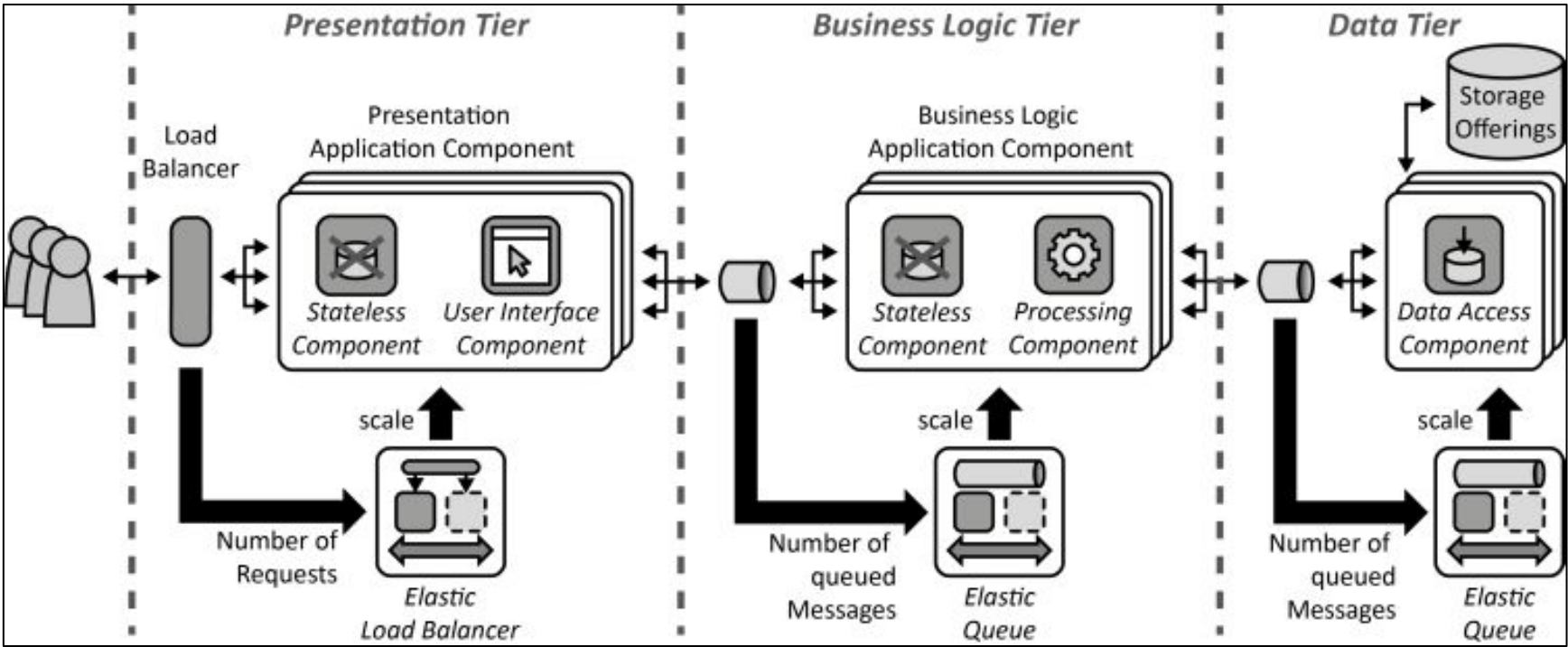
☐ Change Driven Releases

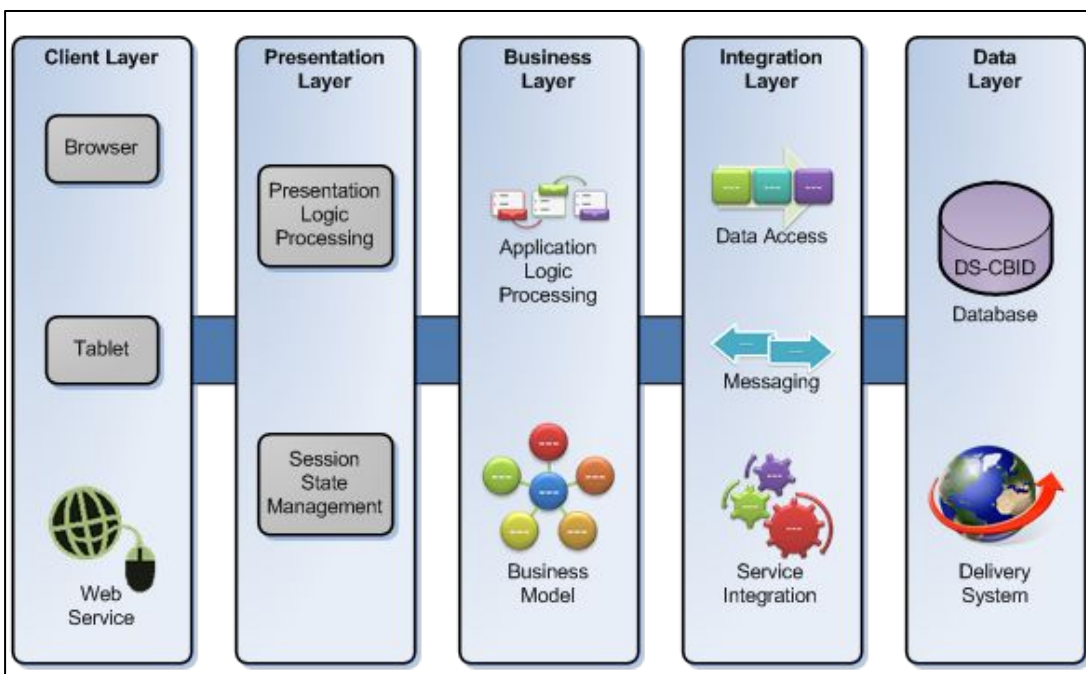
☐ Deferred Strategy for Functionality

<https://www.ajboggs.com/our-experiences/health-information-technology/sisonline-supports-assessment/sisonline-system-architecture/>



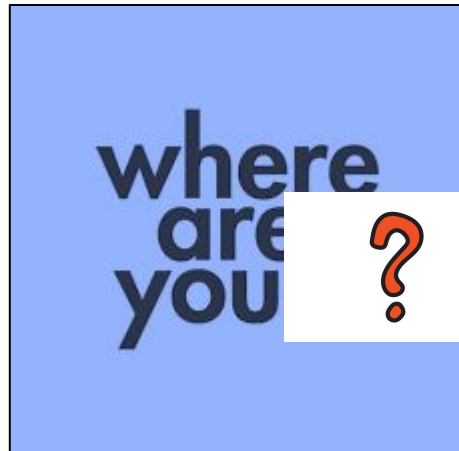
https://www.cloudcomputingpatterns.org/three_tier_cloud_application/



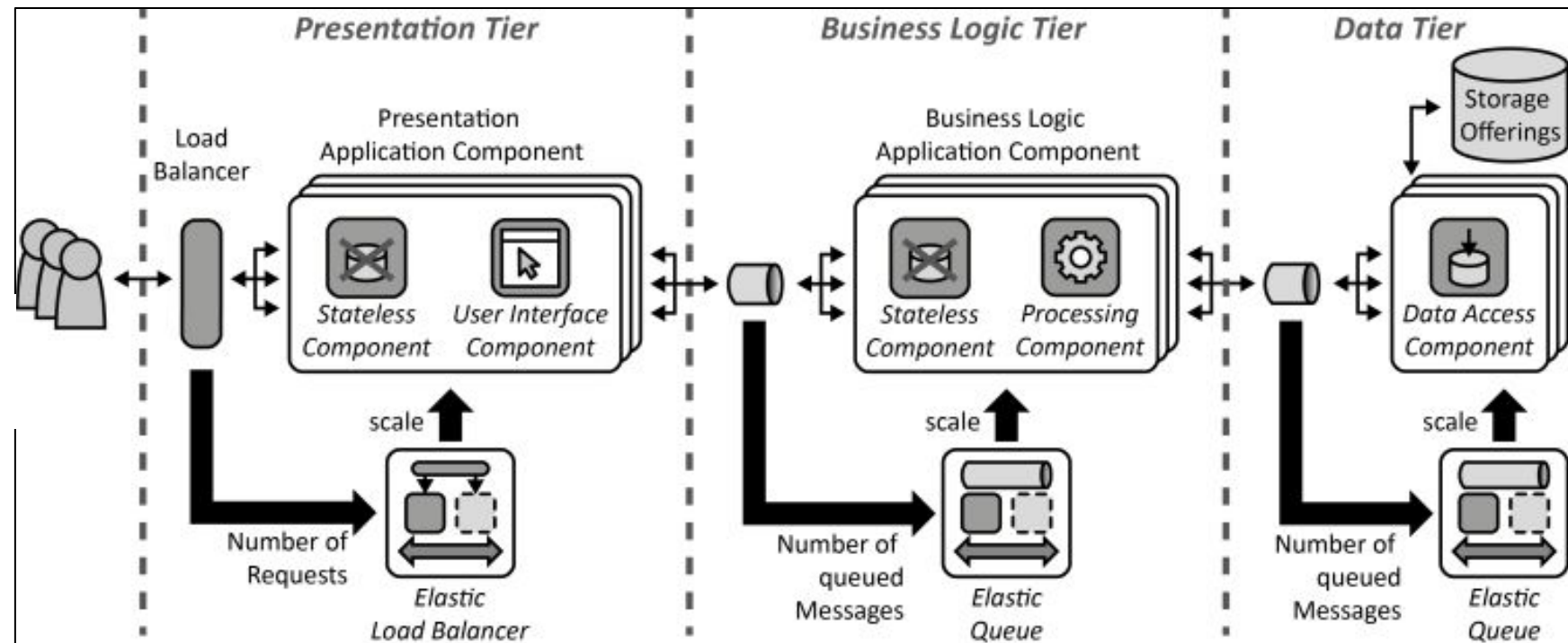


n-Tier

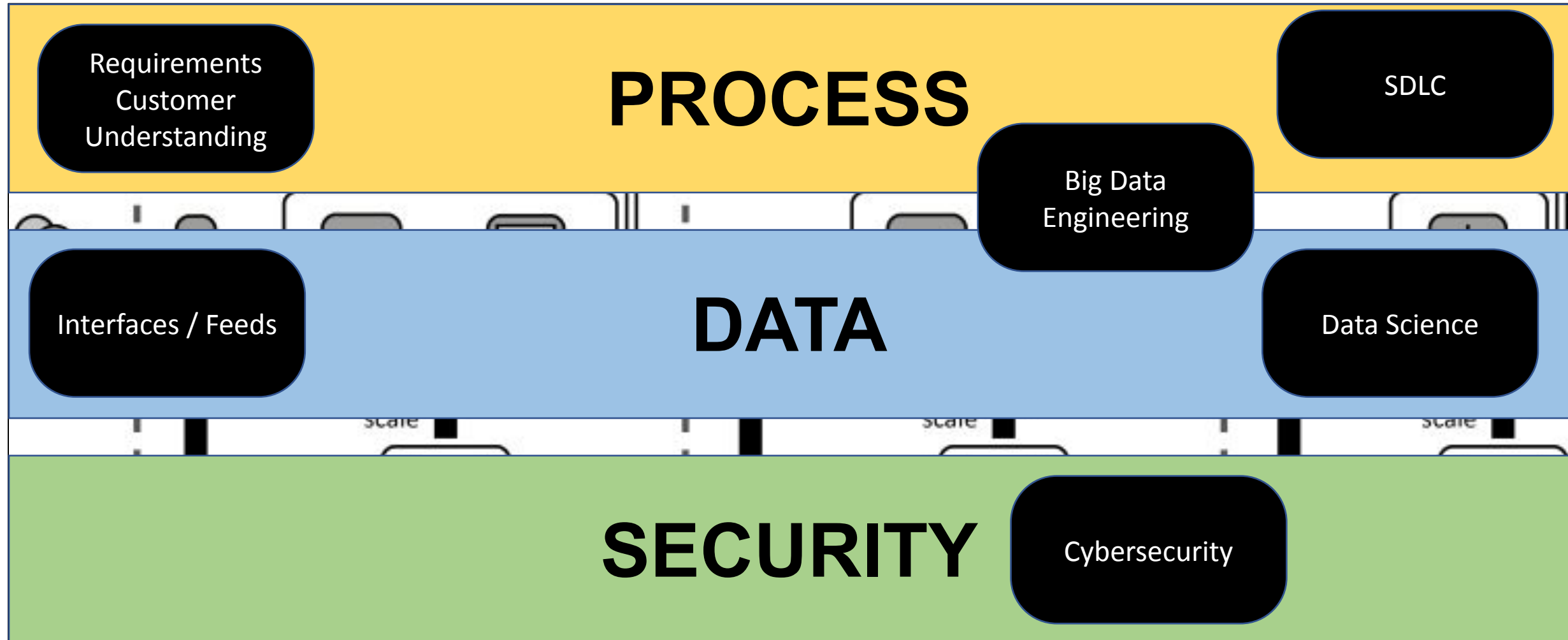
3-Tier



https://www.cloudcomputingpatterns.org/three_tier_cloud_application/

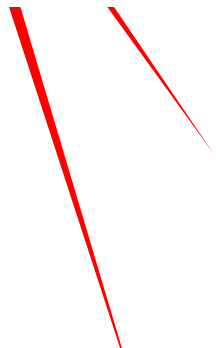


where
are
you ?





Observe

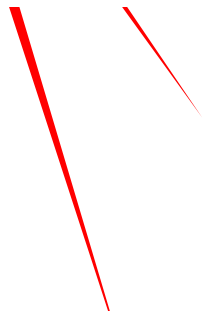




Observe



Lear
n





Observe

Lear
n



Articulate



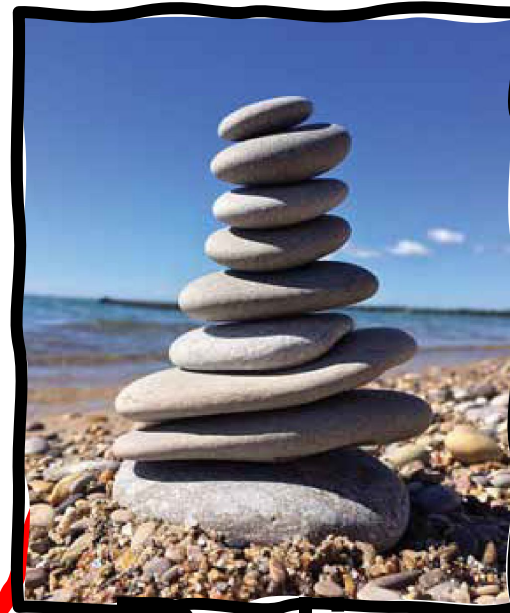


Observe

Learn



Articulate



Deliver

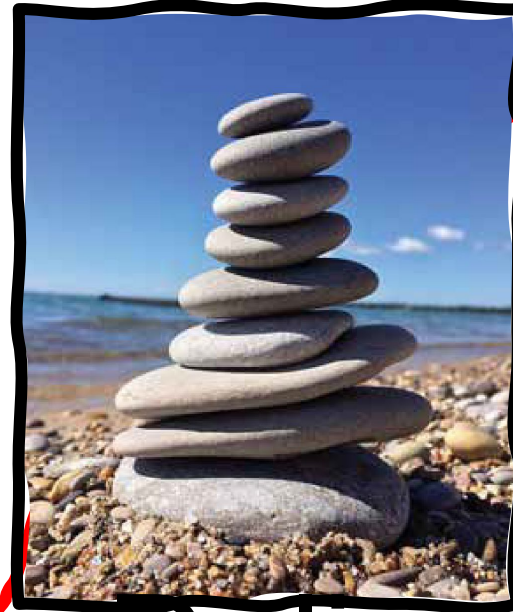


Observe

Lear
n



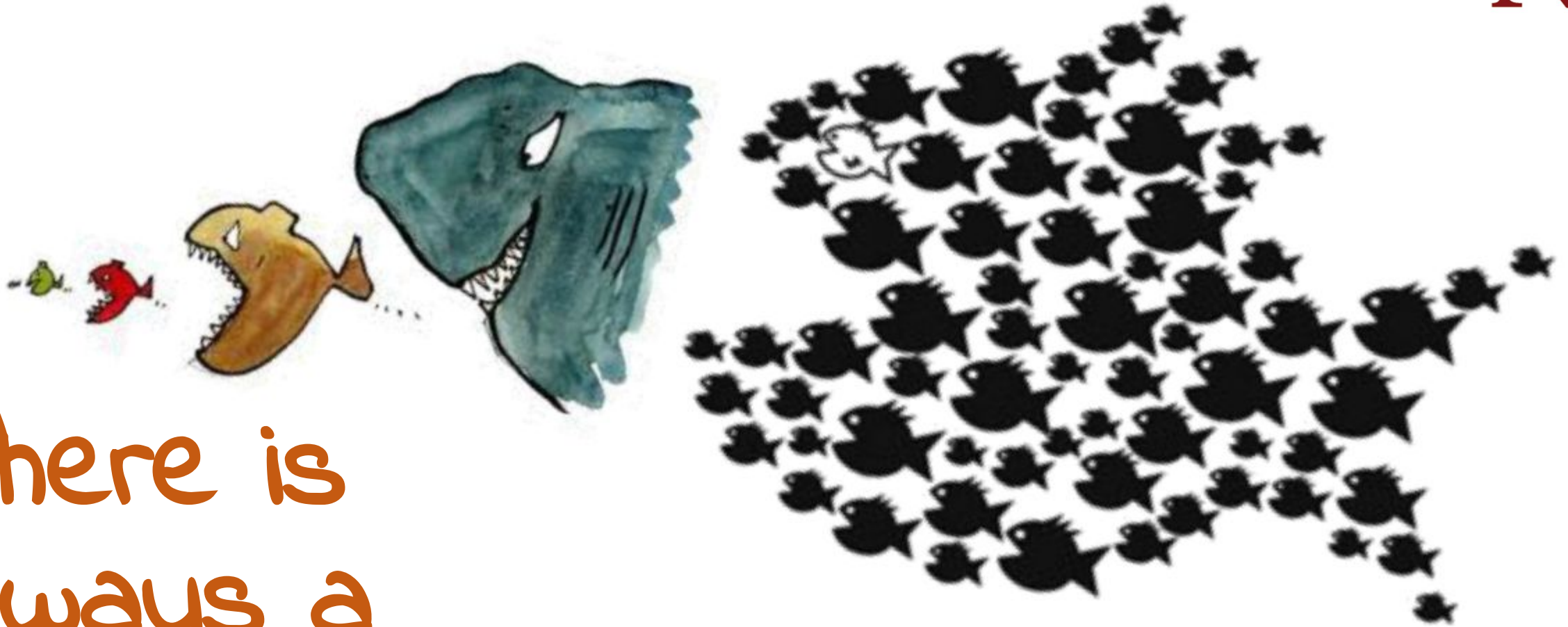
Articulate



Delive
r



Celebrat
e



There is
always a
bigger fish...