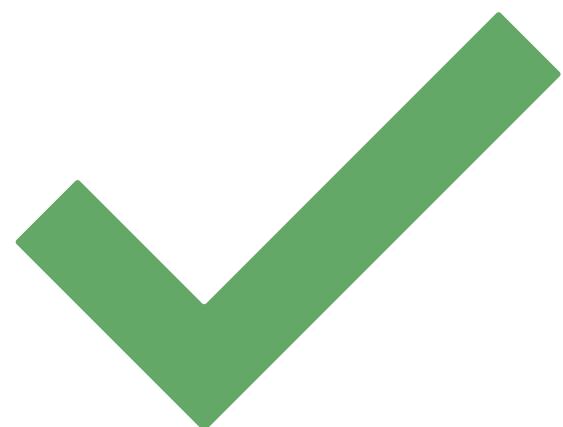


# Software Engineering

A Faculty of Engineering Course: CSEN 303

**Introduction to Software Engineering (SE),  
HTTP, DNS, TCP/IP**



**1**

**Dr. Iman Awaad**

[iman.awaad@giu-uni.de](mailto:iman.awaad@giu-uni.de)

# Acknowledgments

The slides are **heavily** based on the **slides** by **Prof. Dr. John Zaki**.

They are also **heavily** based on the slides and textbook by **Ian Somerville**.

Their contribution is gratefully acknowledged.

Any additional sources are referenced.

# Intro to SE, HTTP, DNS, TCP/IP

- Software engineering (SE)
- Software development (SD)
- Client-server architecture
- HTTP
- DNS
- TCP/IP

What is software?

What are characteristics of  
**good software?**

What is  
software engineering?

Why study it?

What is a  
client-server architecture?

# What is Software?

...Computer **programs** and **associated documentation**. Software products may be developed for a *particular* customer or for a *general market*.

— Ian Somerville

# What are characteristics of good software?

...Good software should deliver the **required** functionality and **performance** to the user and should be **maintainable**, **dependable**, and **usable**.

— Ian Somerville

# What is software engineering?

...Software engineering is an engineering discipline that is concerned with **all aspects** of software production.

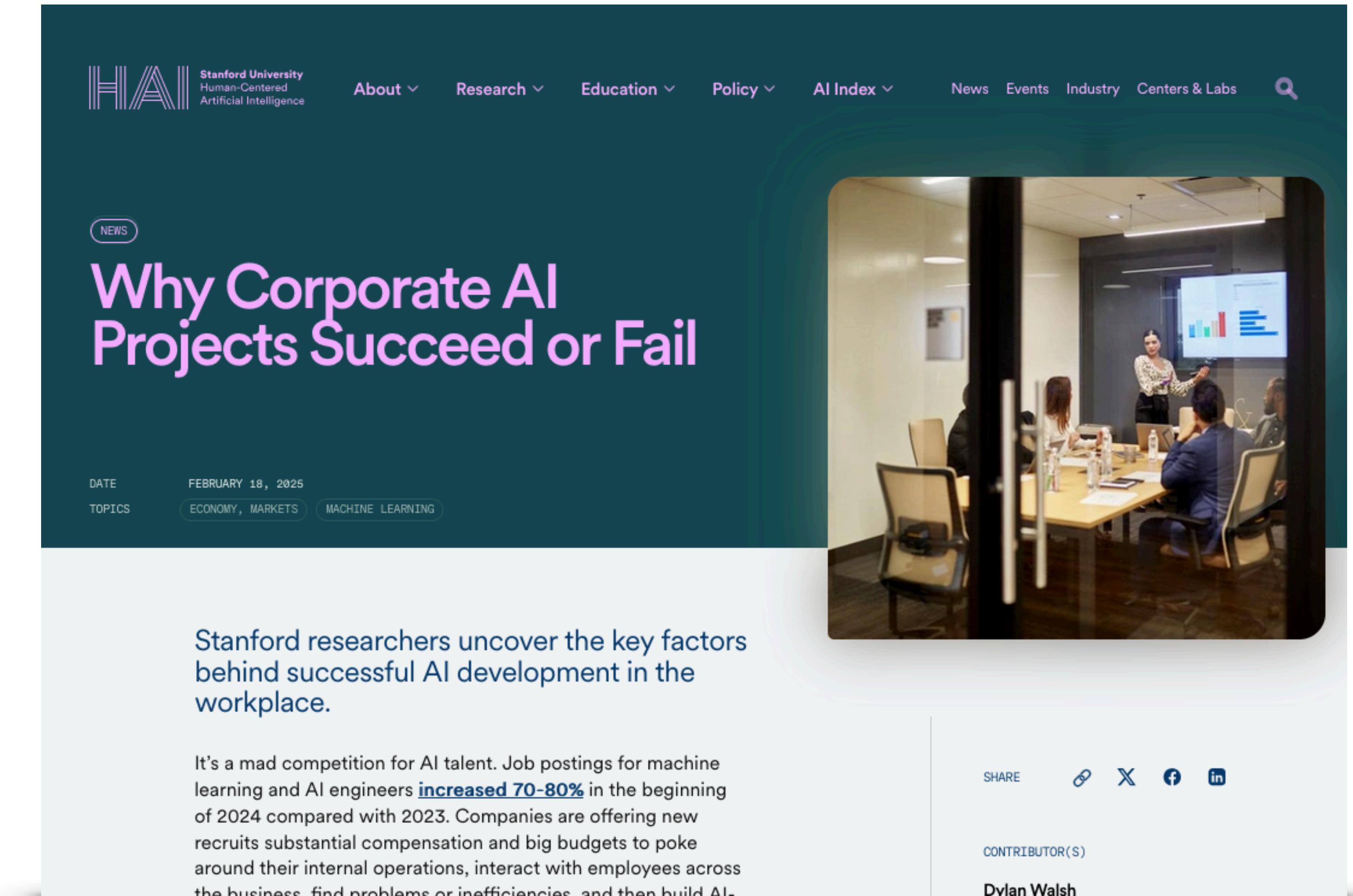
— Ian Somerville

# Why study it?



# Why study it?

**“But in-house developments don’t seem to be working well: Even as companies invest a lot of money, a lot of projects are failing or not delivering their promised value,”** says Arvind Karunakaran, an assistant professor of engineering at Stanford and a faculty affiliate at the Stanford Institute for Human-Centered Artificial Intelligence (HAI). **“Something is going on in these very early stages of interaction between developers and other employees across the business that’s leading to these shortcomings.”**



The image shows a news article from the Stanford University Human-Centered Artificial Intelligence (HAI) website. The title is "Why Corporate AI Projects Succeed or Fail". The article is dated February 18, 2025, and is categorized under NEWS, ECONOMY, MARKETS, and MACHINE LEARNING. It features a photograph of a woman giving a presentation to a group of people in a conference room. Below the article, there is a summary and a share button.

Stanford researchers uncover the key factors behind successful AI development in the workplace.

It's a mad competition for AI talent. Job postings for machine learning and AI engineers increased 70-80% in the beginning of 2024 compared with 2023. Companies are offering new recruits substantial compensation and big budgets to poke around their internal operations, interact with employees across the business, find problems or inefficiencies, and then build AI.

SHARE [🔗](#) [X](#) [f](#) [in](#)

CONTRIBUTOR(S)  
Dylan Walsh

<https://hai.stanford.edu/news/why-corporate-ai-projects-succeed-or-fail>

# Why does software development sometimes fail?

scope creep

**lack of user involvement**

unclear requirements

poor project management

communication breakdowns

inadequate testing

**unrealistic expectations**

# Are all software development (SD) processes the same?

**Game software  
development**

**Flight control software  
development**

**No**

# What is the difference between SE & SD? Scope!

coursera [Explore](#)  

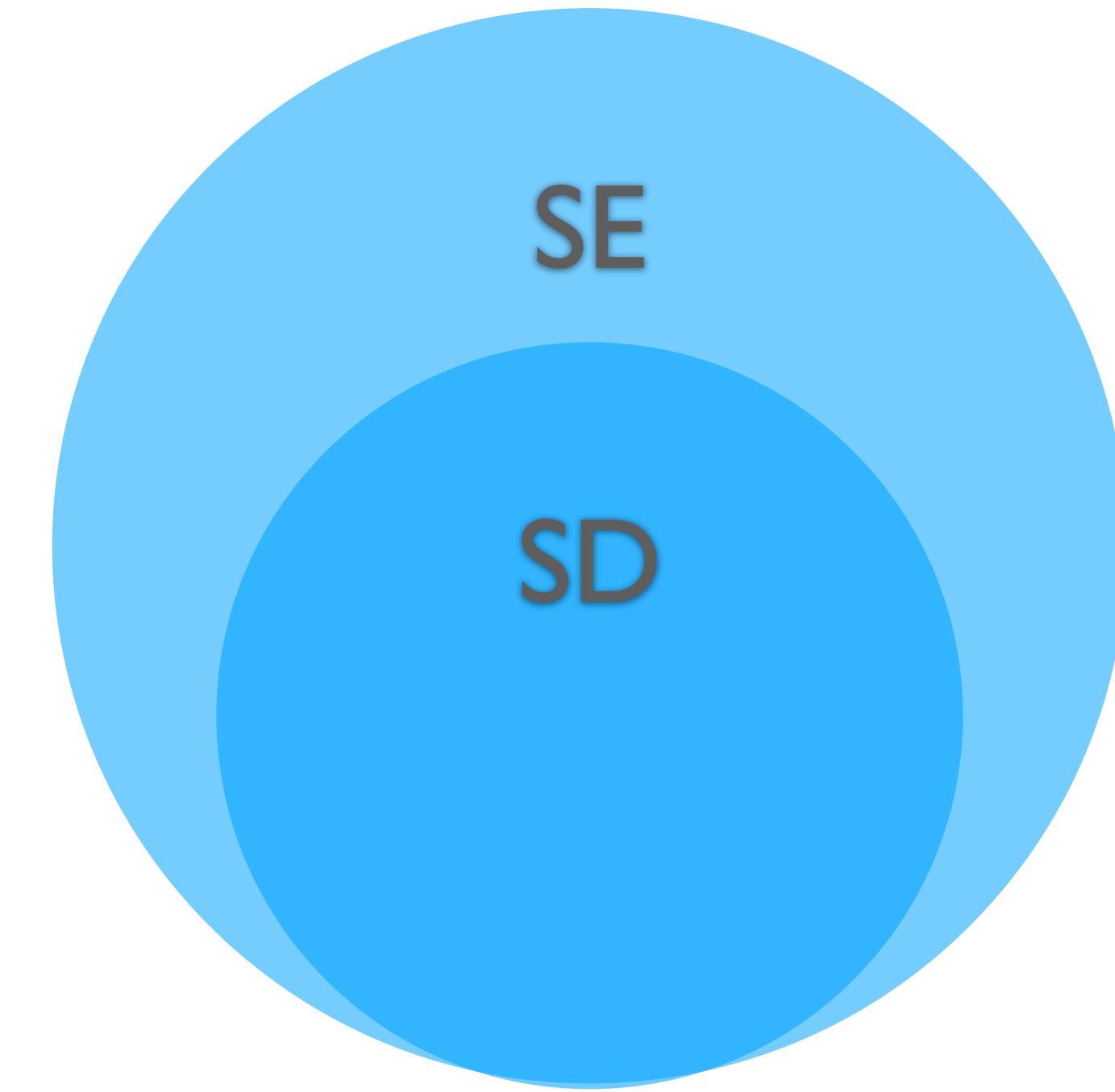
Online Degrees  Find your New Career  John Zaki 

## Learn the skills of a software developer

- Proficiency in popular programming languages like Python, Java, C++, and Scala
- Ability to write and test code
- Creativity
- Ability to look at the big picture and small steps along the way
- Presentation skills
- Familiarity with cross-browser compatibility
- Proficient in developing responsive web designs
- Ability to work on front-end application development
- Knowledge of algorithms and data structures
- Time management skills

## Learn the skills of a software engineer

- Extensive knowledge of a wide range of programming languages
- Proficient in software development and computer operating systems
- Proficient in advanced mathematics
- Ability to apply engineering principles to software creation
- Leadership skills
- Ability to debug software and systems
- Ability to create scalable domain-specific pipelines and languages
- Ability to create the tools needed to develop software
- Project management skills



A large blue circle contains a smaller blue circle. The word "SE" is written in the upper right quadrant of the larger circle, and "SD" is written in the lower right quadrant of the smaller circle.

# Generic software versus custom software

## Software Engineering

### Learn the skills of a software engineer

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- Proficient in software development and computer operating systems
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## Software Development

### Learn the skills of a software developer

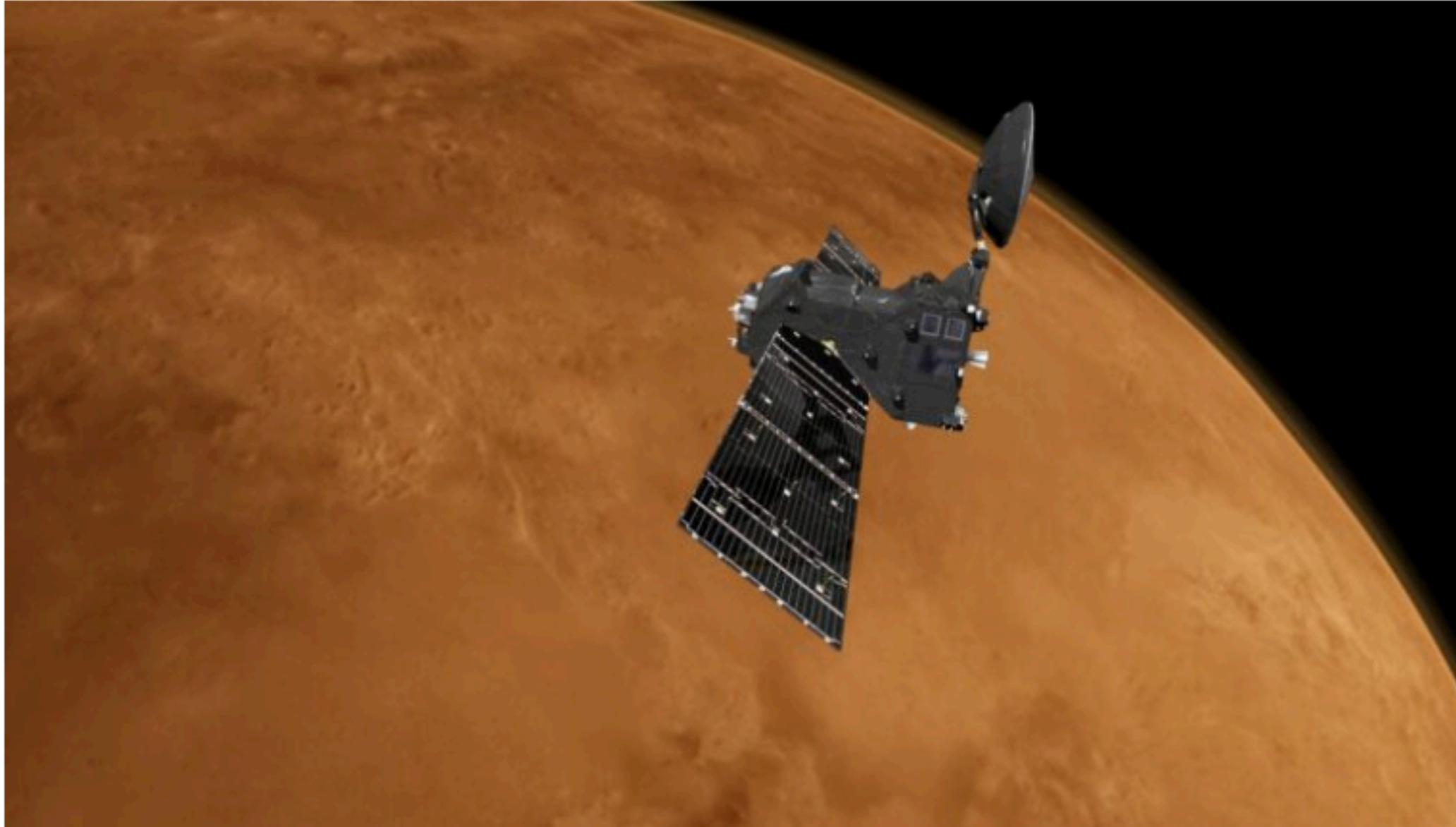
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- Time management skills

# Development fault or engineering fault?

 UNIÓN RAYO   ECONOMY MOBILITY TECHNOLOGY SCIENCE NEWS UNIÓN RAYO

**Farewell to the Mars Climate Orbiter—NASA's small mistake that cost millions of dollars and caused the Mars mission to fail**

by [Laura M.](#) — September 2, 2025 in News



Farewell to the Mars Climate Orbiter—NASA's small mistake that cost millions of dollars and caused the Mars mission to fail

“...a navigation error caused by a **unit mismatch**; the ground software used imperial units (**pounds-force per second**) while the spacecraft's onboard software used metric units (**newtons per second**), leading to a trajectory error that brought the spacecraft too close to the surface”...

# Generic software versus custom software

## Generic software

Software products are generic software systems that provide functionality that is useful to a range of customers.

e.g. MS Excel, Sudoku...

## Custom software

Still important for large businesses, governments, and public bodies

Developed in dedicated software projects

# What is software engineering?

...Software engineering is an engineering discipline that is concerned with **all aspects** of software production.

— Ian Somerville

# What is software engineering?

- Software is not just code. It is:
  - collection of executable programming code
  - associated libraries
  - documentation
  - support
- Software, when **made for a specific requirement** is called a **software product**.
- Engineering: developing products using well-defined, scientific principles and methods.

— Prof. Dr. John Zaki

# Again, what is software engineering?

...The application of a **systematic**,  
**disciplined**, **quantifiable** approach to the  
**development**, **operation**, and **maintenance**  
of software... i.e. the application of  
engineering to software

— IEEE

# Again, what is software engineering?

...The application of a  
**systematic, disciplined,**  
**quantifiable** approach to the  
**development, operation,**  
and **maintenance** of  
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i.e.  
a process...

— IEEE

# Again, what is software engineering?

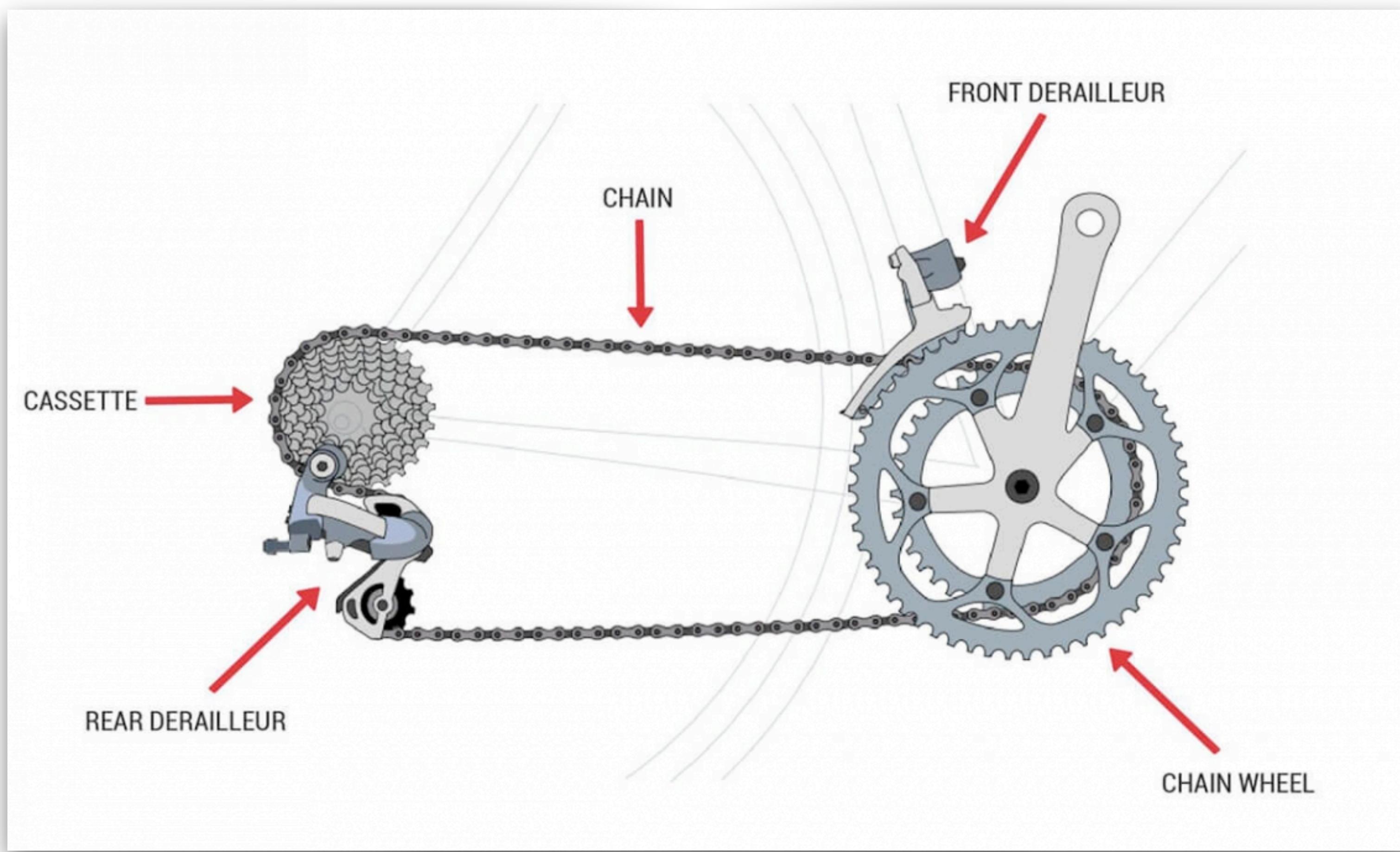
...The application of a **systematic, disciplined, quantifiable** approach to the **development, operation, and maintenance** of software...

— IEEE

i.e.  
a process...

...composed of activities

1. Specification
2. Development
3. Validation
4. Evolution



# Intro to SE, HTTP, DNS, TCP/IP

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- Software development (SD)
- **Client-server architecture**
- **HTTP**
- **DNS**
- **TCP/IP**

What is software?

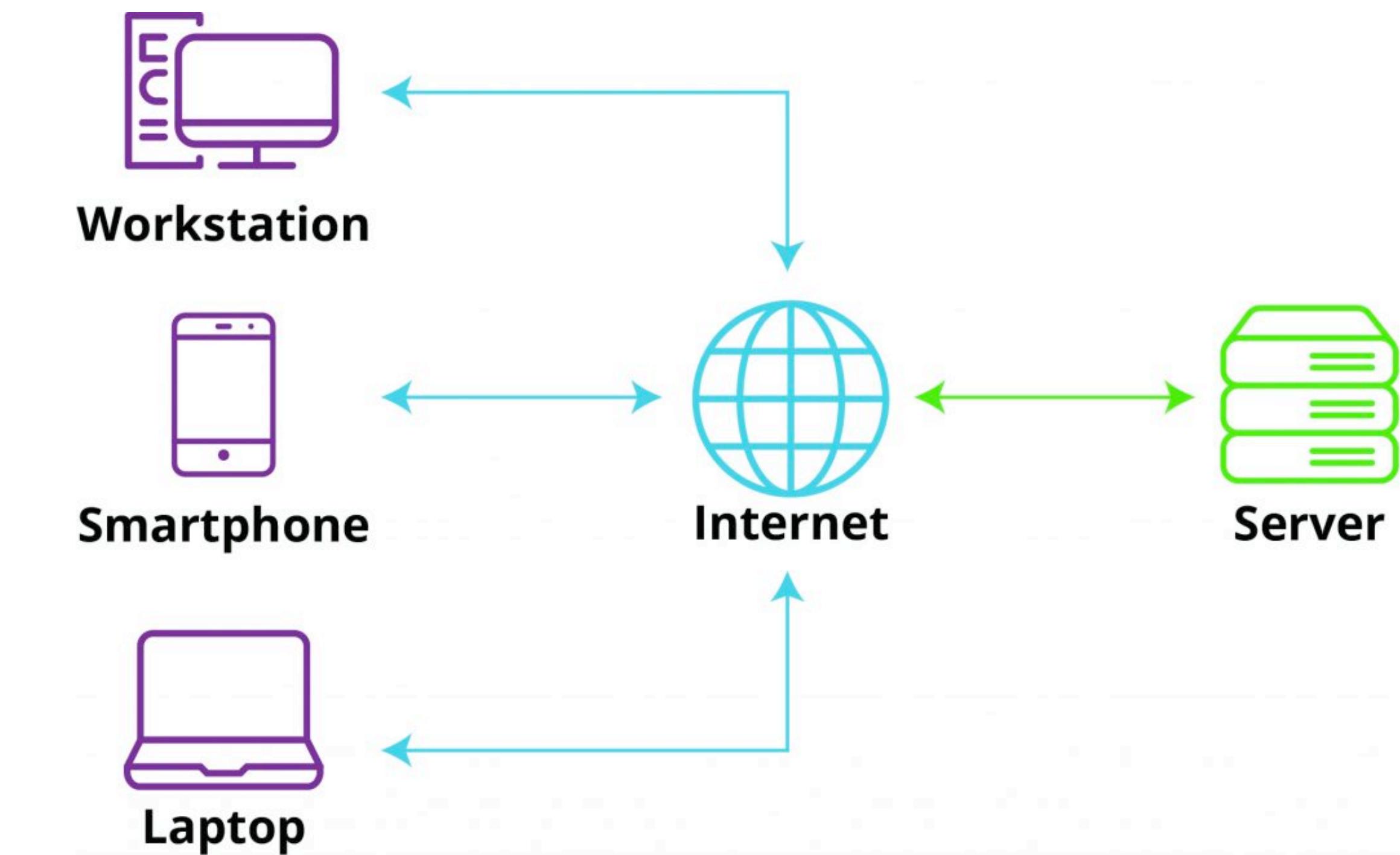
What are characteristics of  
good software?

What is  
software engineering?

Why study it?

What is a  
client-server architecture?

# Big picture: What is the Internet and how does it work?



The biggest computer network...

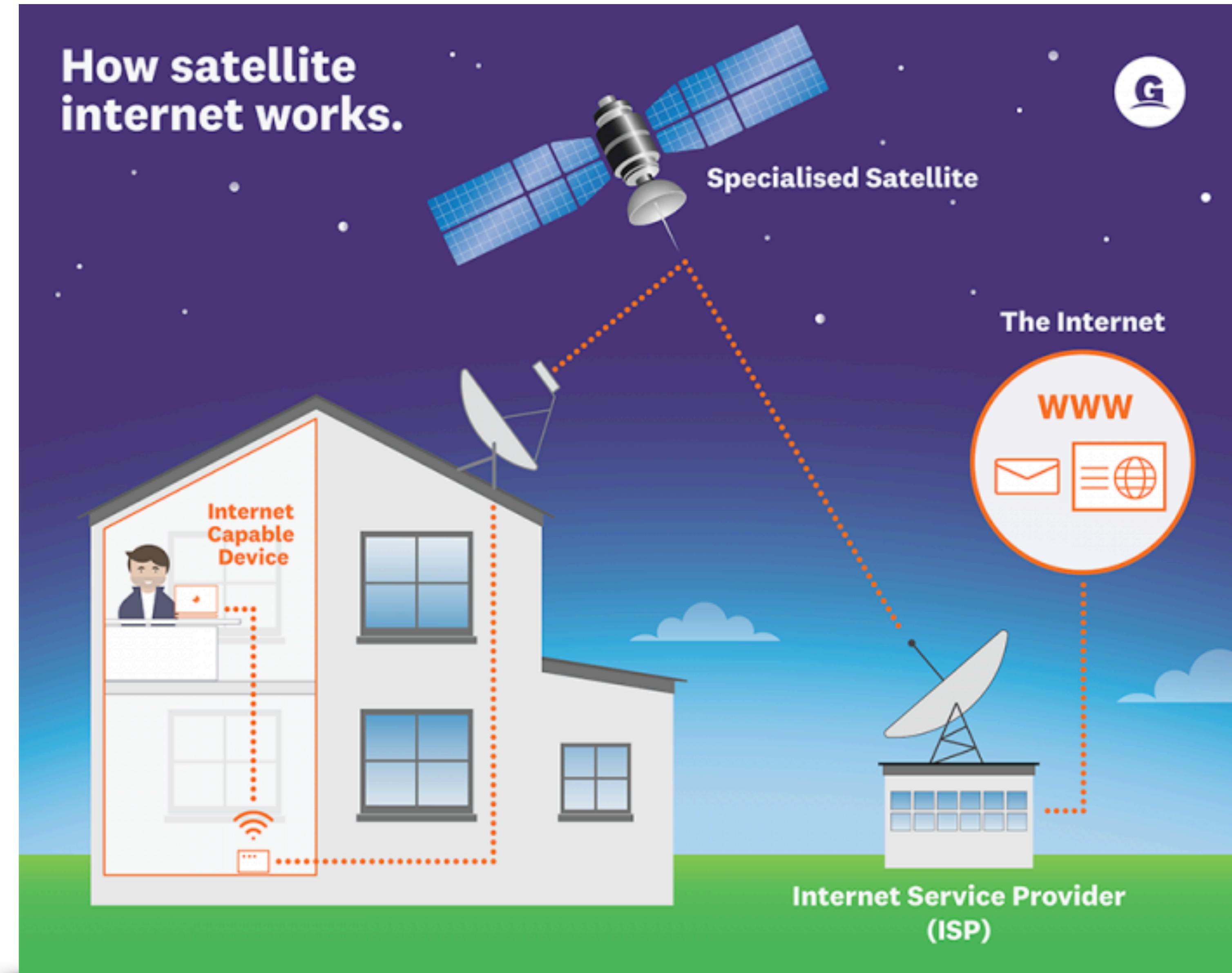
Billions of connected computers and other devices

<https://www.liquidweb.com/wp-content/uploads/2024/03/client-server-network-1024x653-1.jpg>

# Connectivity

## Satellite

1. User request: computer sends signal to router, then to modem, then up to a specialised internet satellite dish on your roof. Dish sends signal to a satellite.
2. Satellite relay: Satellite sends request to your internet service provider (ISP).
3. Return trip: Provider sends a signal back via satellite to your dish, then to your computer at home.

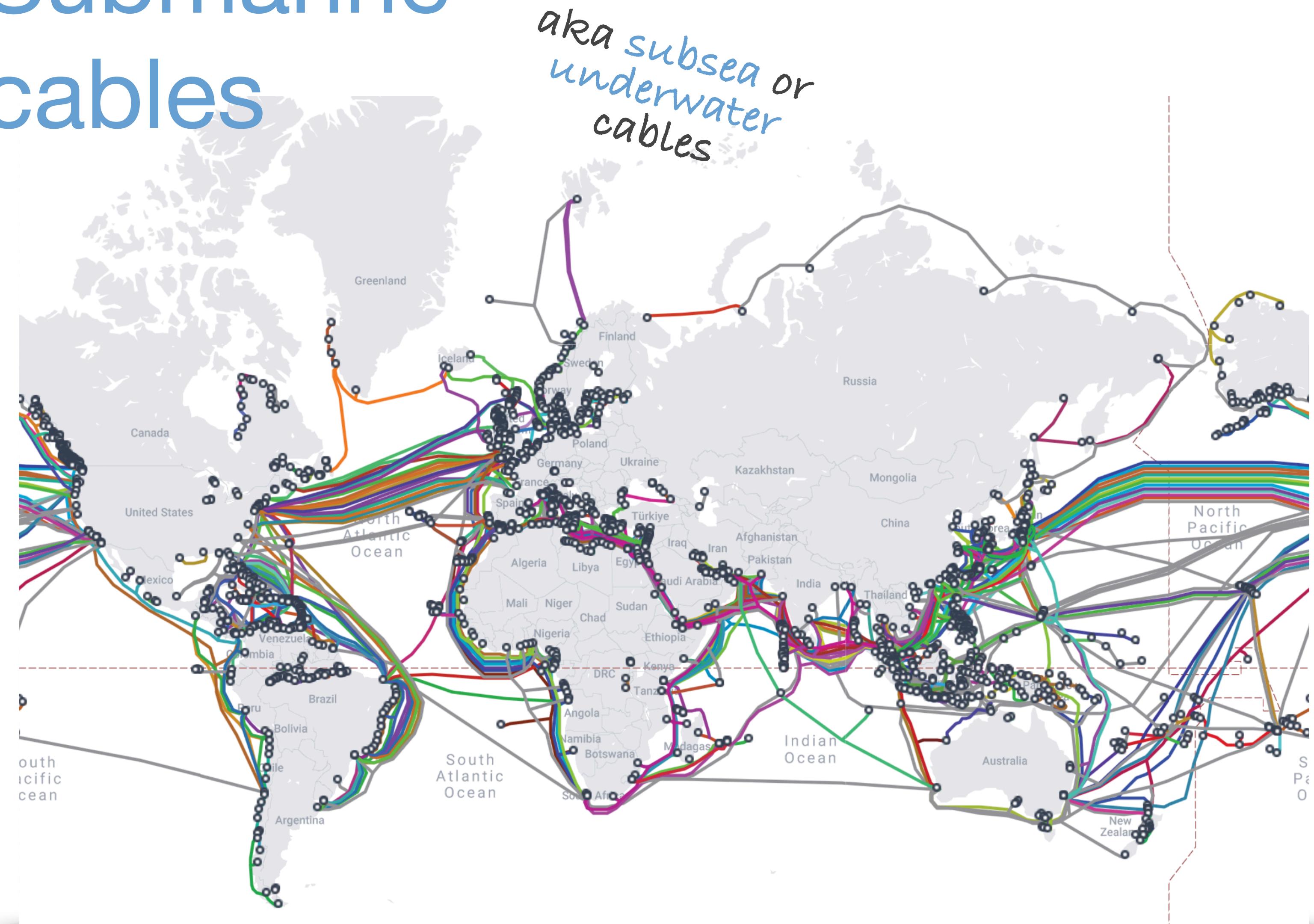


<https://getgravity.nz/satellite-internet/how-it-works>

# Connectivity Submarine cables

**Backbone  
of the internet  
carrying  
99%  
of all traffic!**

Wireless world depends on  
submarine internet cables:  
physical links lying on  
ocean floors



<https://dgtlinfra.com/submarine-cables-fiber-link-internet/>

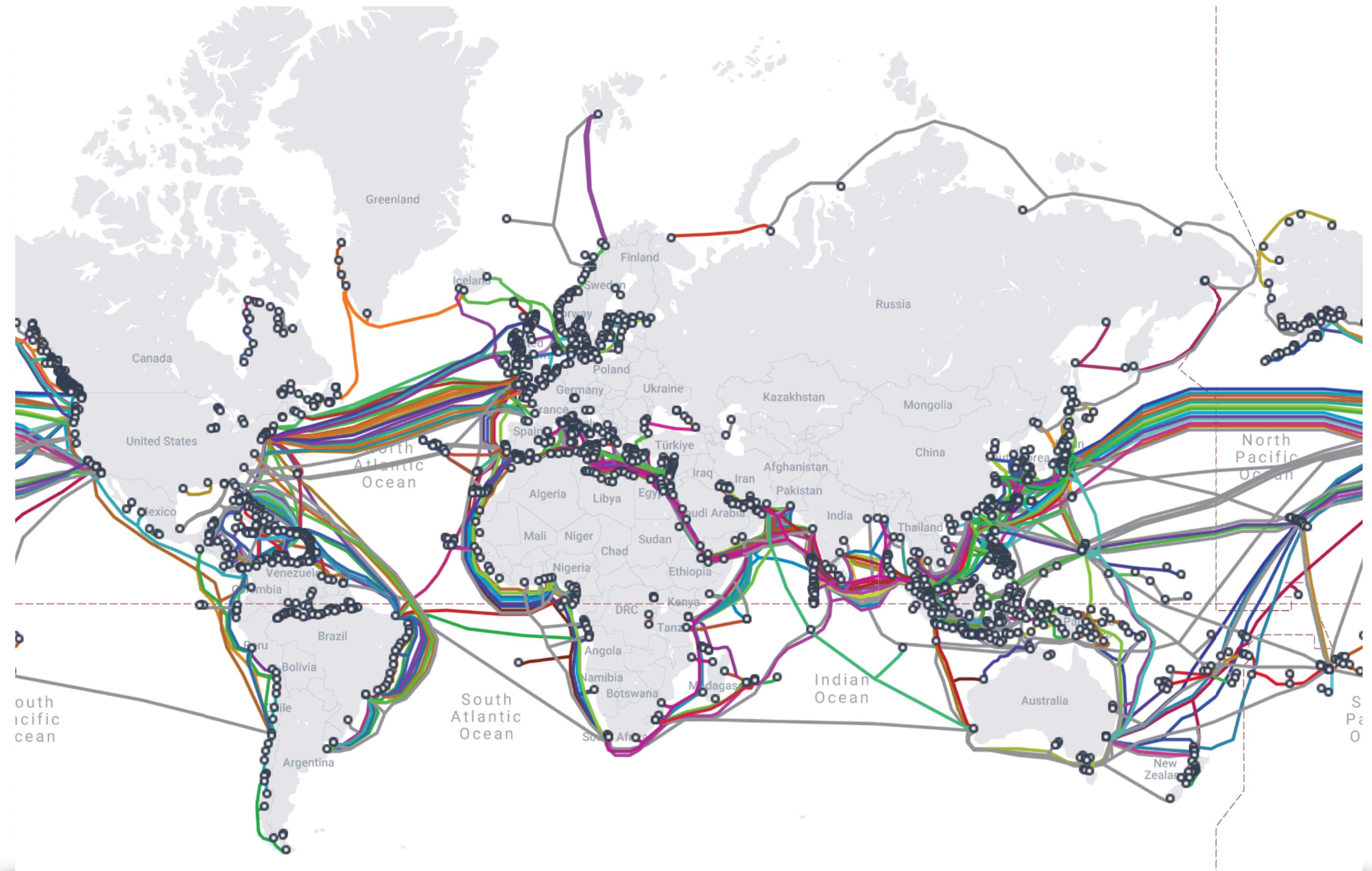
<https://www.submarinecablemap.com/>

# Connectivity

**~\$25,000/km**

**~450** submarine cable systems in-service around the world

**1.35 million km**



<https://dgtilinfra.com/submarine-cables-fiber-link-internet/>

<https://www.submarinecablemap.com/>

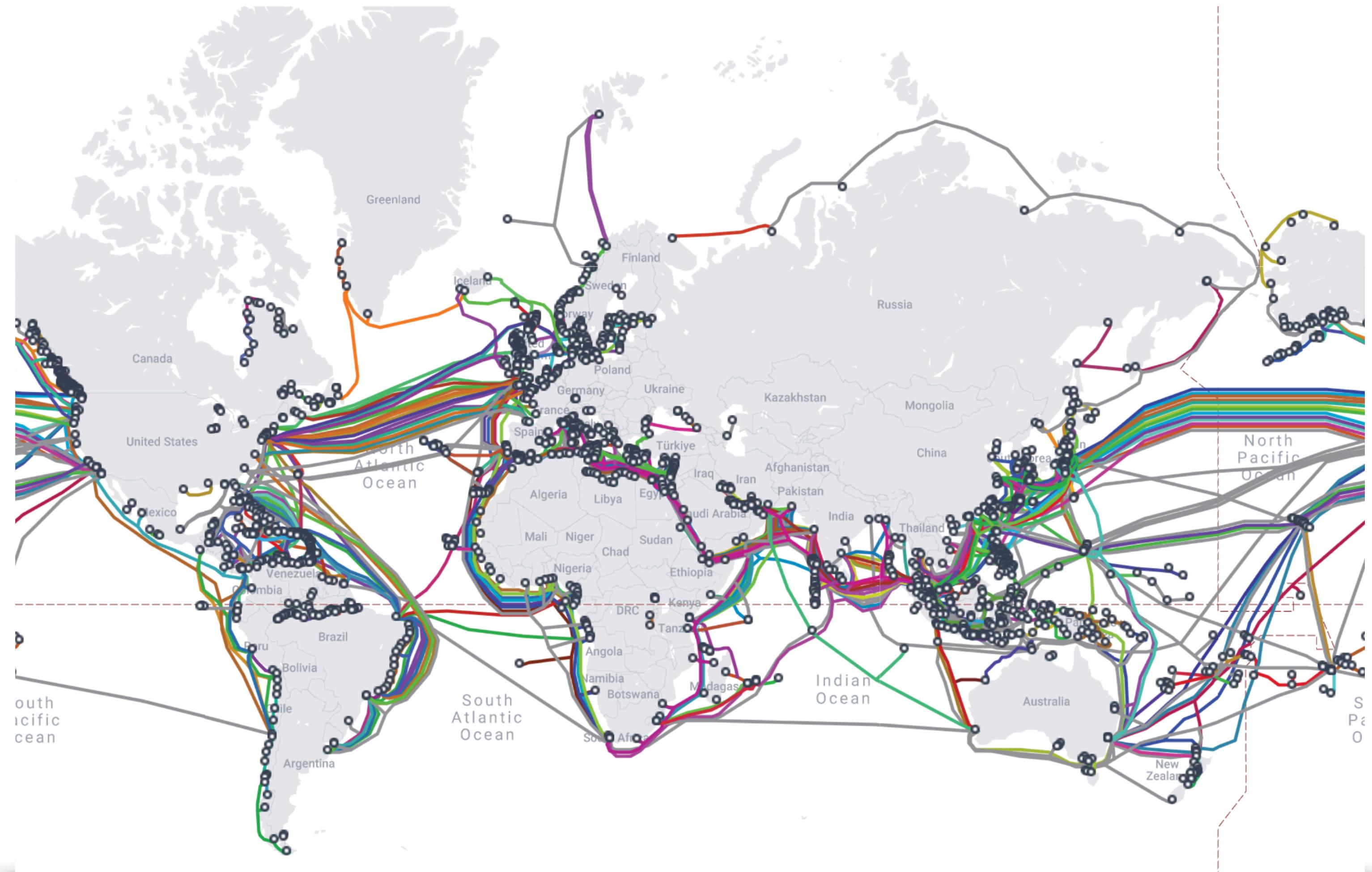
# Connectivity

Demand for data  
continues to grow:

...mobile devices,  
cloud computing,  
5G

...

So, demand for submarine  
cables continues to grow

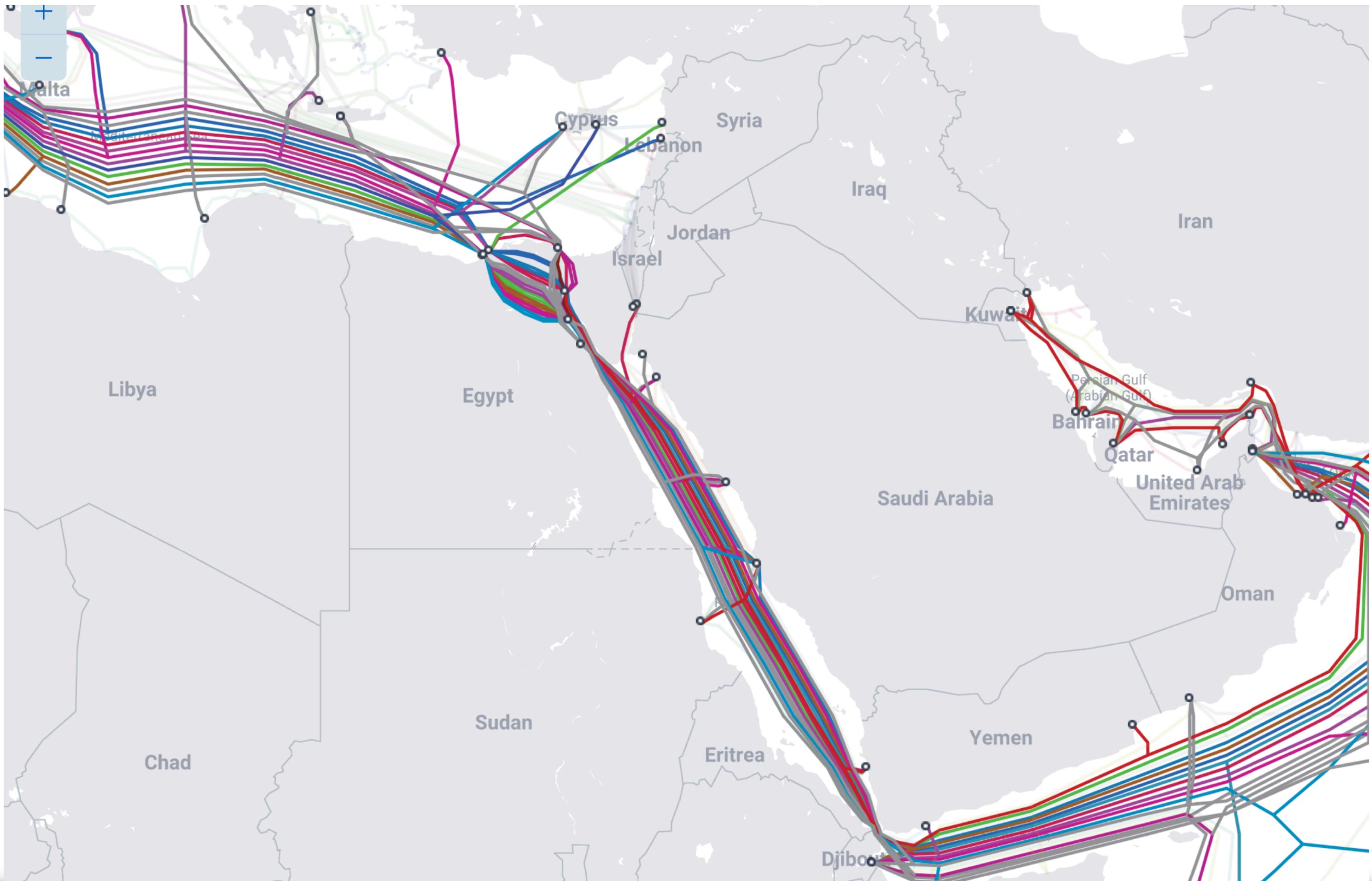


<https://dgtlinfra.com/submarine-cables-fiber-link-internet/>

<https://www.submarinecablemap.com/>

# Connectivity

Abu Talat, Egypt  
Alexandria, Egypt  
Port Said, Egypt  
Ras Ghareb, Egypt  
Sidi Kerir, Egypt  
Suez, Egypt  
Taba, Egypt  
Zafarana, Egypt



<https://www.submarinecablemap.com/>

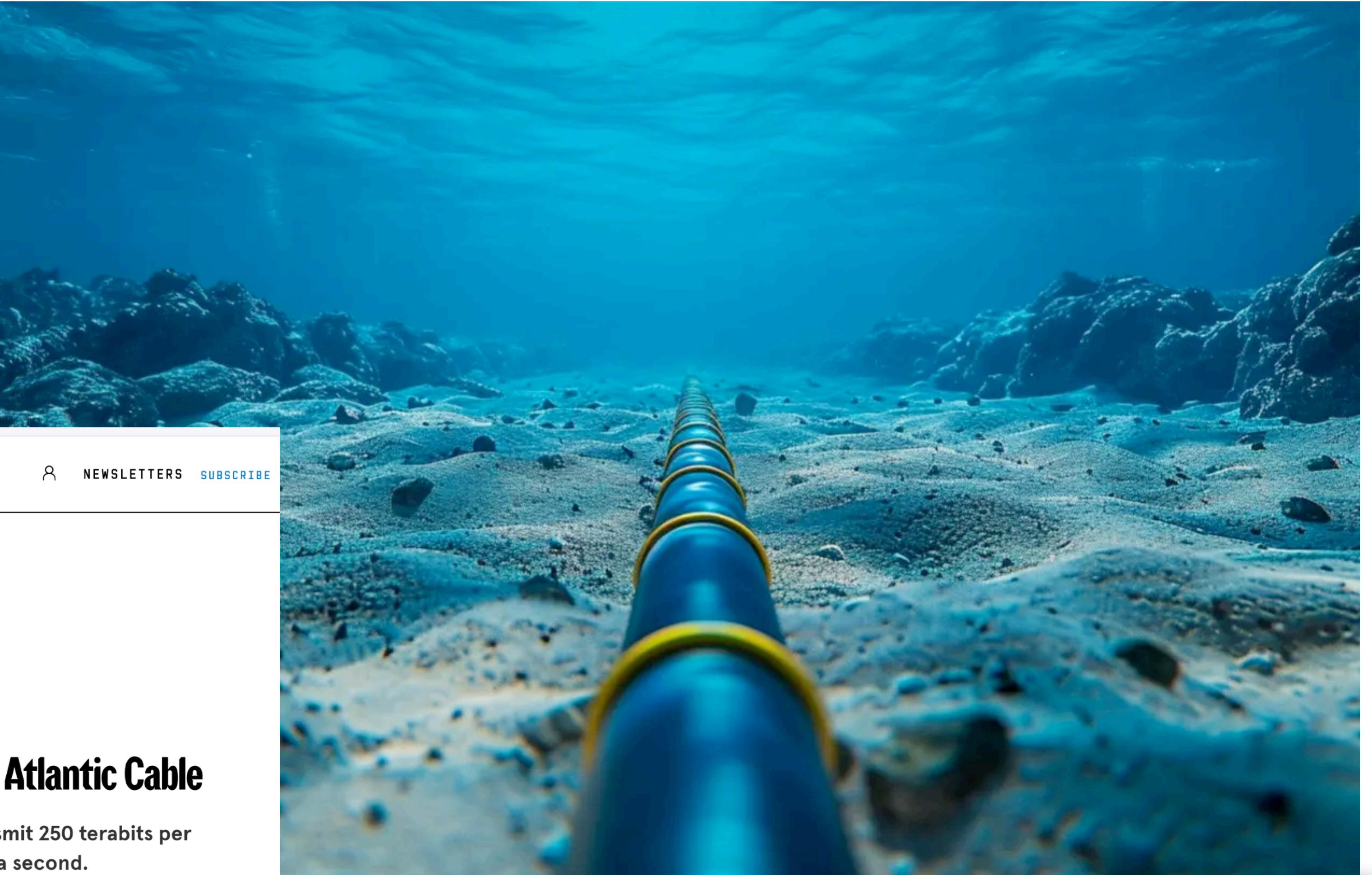
# Connectivity

**WIRED**

KLINT FINLEY BUSINESS APR 5, 2019 9:00 AM

## How Google Is Cramming More Data Into Its New Atlantic Cable

Google says its planned Dunant cable from Virginia to France will transmit 250 terabits per second, enough to zap the Library of Congress through it three times a second.



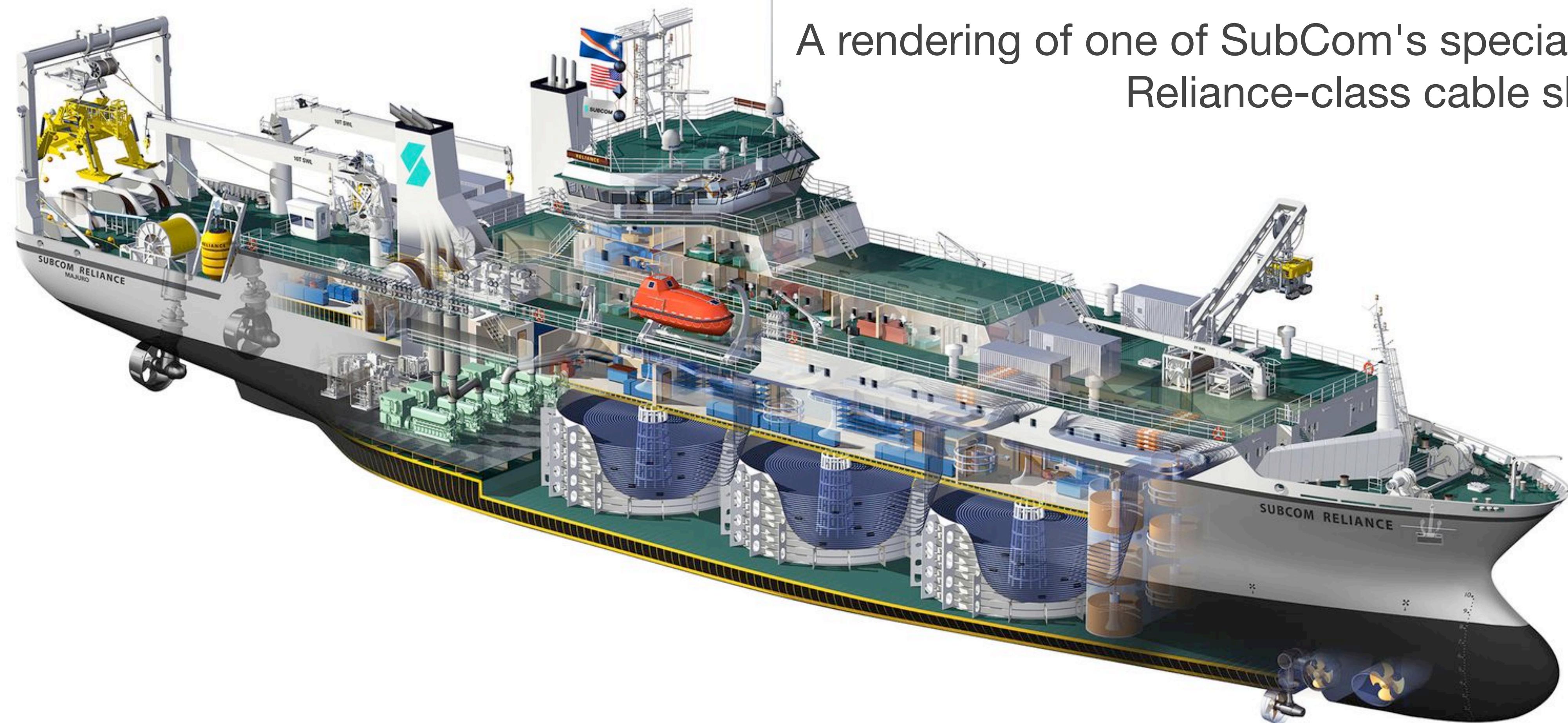
<https://dgtlinfra.com/submarine-cables-fiber-link-internet/>

[https://media.wired.com/photos/5ca6987ea0d9e3567d432be3/master/w\\_1600%2Cc\\_limit/SubCom-Reliance-Class-Rendering-Up-Open-Inline1.jpg](https://media.wired.com/photos/5ca6987ea0d9e3567d432be3/master/w_1600%2Cc_limit/SubCom-Reliance-Class-Rendering-Up-Open-Inline1.jpg)

Iman Awaad

28

# Connectivity



A rendering of one of SubCom's specialized Reliance-class cable ships.

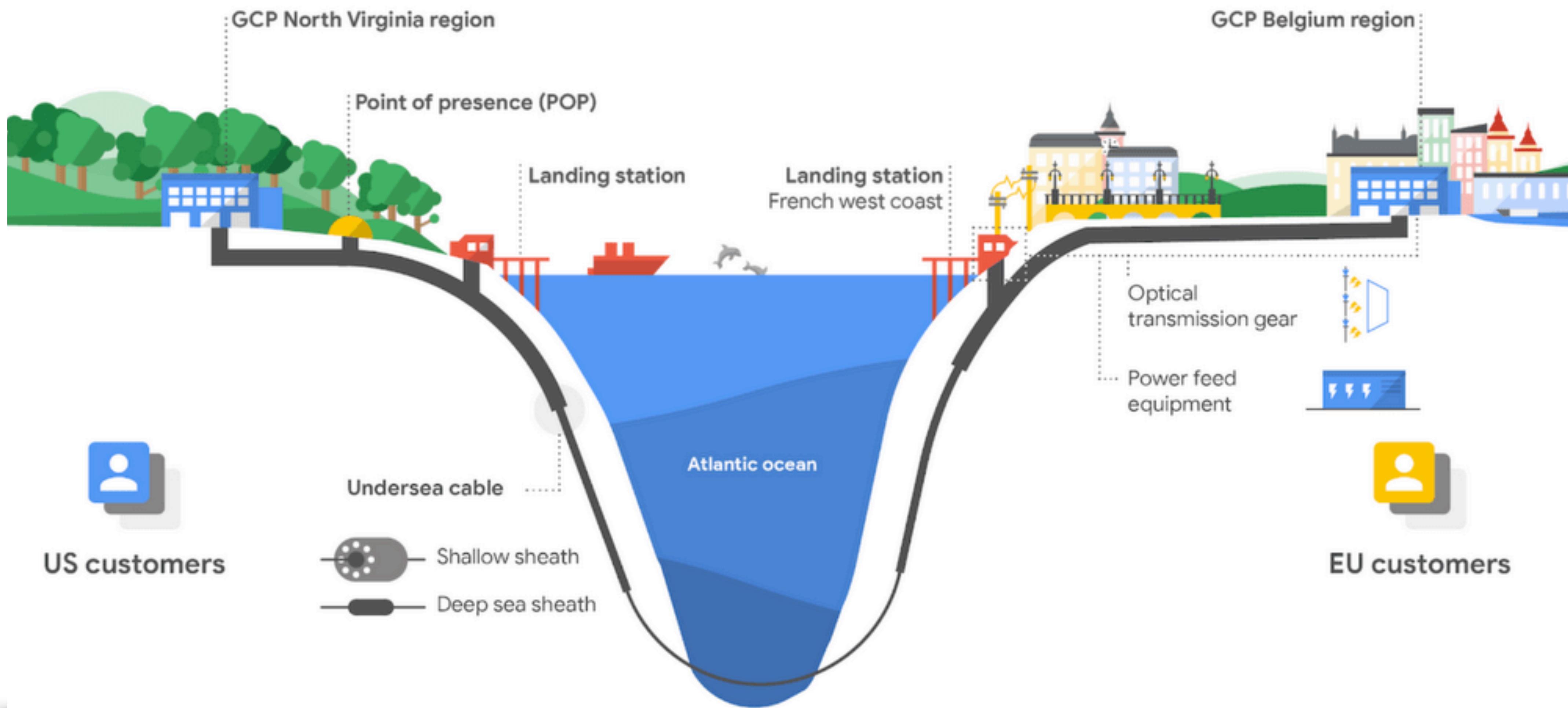
[https://media.wired.com/photos/5ca6987ea0d9e3567d432be3/master/w\\_1600%2Cc\\_limit/SubCom-Reliance-Class-Rendering-Up-Open-Inline1.jpg](https://media.wired.com/photos/5ca6987ea0d9e3567d432be3/master/w_1600%2Cc_limit/SubCom-Reliance-Class-Rendering-Up-Open-Inline1.jpg)

# Connectivity



[https://media.wired.com/photos/5ca6987ea0d9e3567d432be3/master/w\\_1600%2Cc\\_limit/SubCom-Reliance-Class-Rendering-Up-Open-Inline1.jpg](https://media.wired.com/photos/5ca6987ea0d9e3567d432be3/master/w_1600%2Cc_limit/SubCom-Reliance-Class-Rendering-Up-Open-Inline1.jpg)

# Connectivity



<https://dgtlinfra.com/submarine-cables-fiber-link-internet/>

# Big picture: How does the WWW work?



1.

## QUERY INITIATION



“Youtube picard speech  
drumhead”

2.

## DNS LOOKUP

Browser asks the **Domain Name System (DNS)** server (aka the internet's phonebook) for the **IP address** (i.e. specific location) of the search engine's server

e.g. Google DNS = 142.250.180.174

3.

## HTTP REQUEST

Your browser sends an **Hypertext Transfer Protocol (HTTP)** request to the search engine's server, asking for the information you want

4.

## DATA TRANSMISSION

The server sends back the search results, which are broken into small pieces called data packets, using protocols like **Transmission Control Protocol/Internet Protocol (TCP/IP)**

5.  
DISPLAY

Your browser receives these packets and assembles them, displaying the search results as a list of links and summaries for you to see.

# Iman Awaad's HOME PAGE

I'm Graduating!!!

**Thank you so much for everything guys! :)**  
**You're a really great bunch!**



Hello!! As you can see this page is STILL under construction.. In an effort for perfection, this page will remain under construction forever! (perfection simply takes that long :)



The [transporter logs](#) indicate that you are life-form number to beam aboard this page.

Yup, that's me..No, not jail..just some fun we had at the USACS (see below) meeting! (Hill Center, Rutgers U).

**Here Are Some Awesome Links !!**

- Check out the [USACS homepage](#) (USACS is the 'Undergraduate Student Association for Computer Science' at Rutgers U). One of my best decisions was joining :)

# WWW work?



3.

## HTTP REQUEST

Your browser sends an [Hypertext Transfer Protocol \(HTTP\)](#) request to the search engine's server, asking for the information you want

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Built with  
HTTP v 0.9!!!

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# URLs

Scheme  
(Protocol)

Subdomain

Top Level  
Domain (TLD)

Parameters

http://www.youtube.com/results?search\_query=picard+speech+drumhead

Separator

Domain Name  
Root Domain

Path to resources

# Take a minute...

Find out what the following are and provide examples

**Anchor**

**Authority**

**& Multilevel subdomains**

**Port**

**(HTTP, HTTPS, FTP)**

# Remember this?

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“Youtube picard speech  
drumhead”

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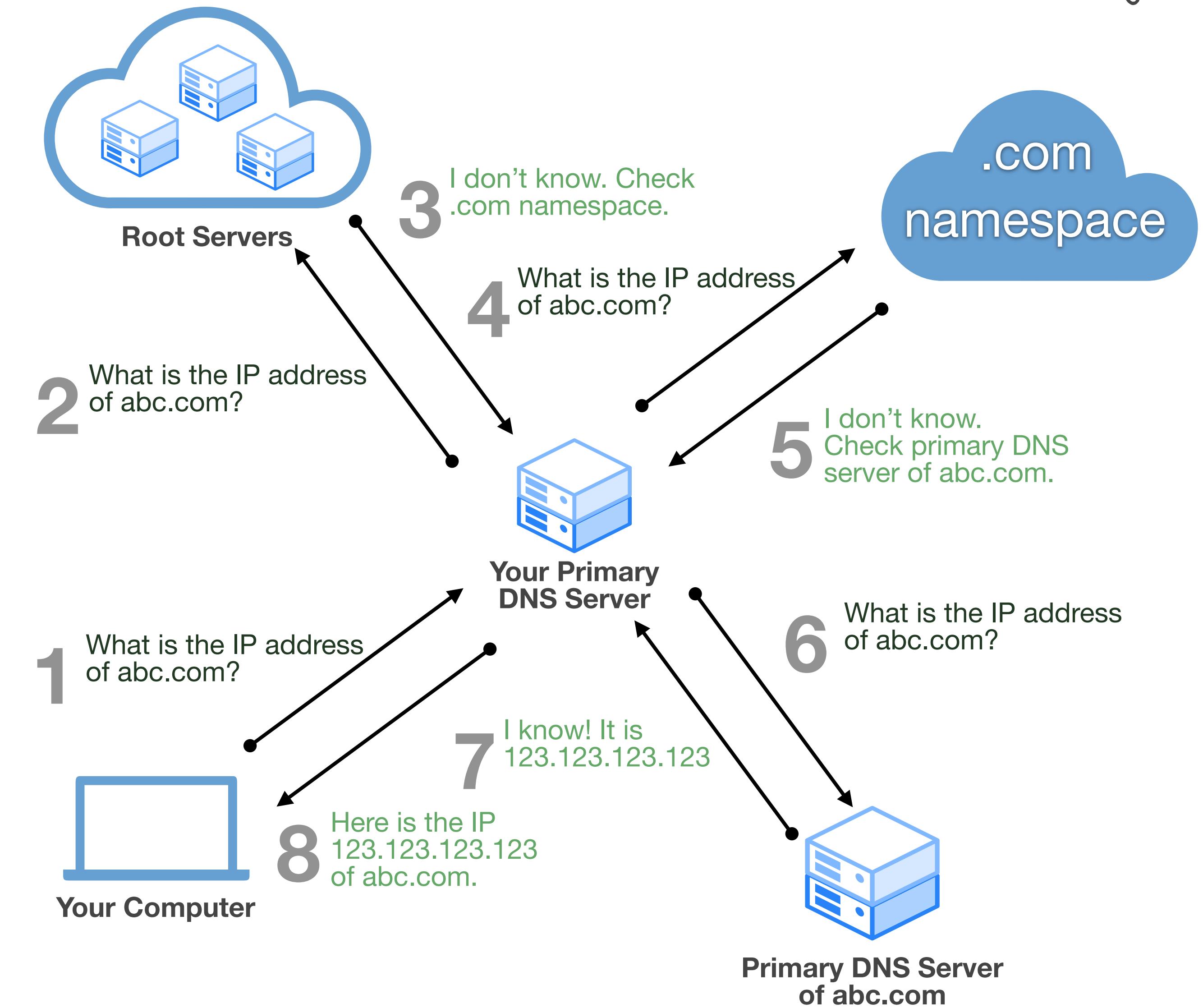
# Domain Name System (DNS)

*aka the internet's phonebook*

...maps human-readable “domain names” to a unique network address (IP)

Various types of DNS Servers:

- **Recursive resolver**  
[Cached or requested]
- **Root Nameserver**  
[13 available, mirrored]
- **TLD Nameserver**  
[Generic TLD, country TLD]
- **Authoritative Nameserver**  
[IP, DNS “A record”, CNAME record]



# Domain Name System (DNS)

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[13 available, mirrored]
- TLD Nameserver  
[Generic TLD, country TLD]
- Authoritative Nameserver  
[IP, DNS “A record”, CNAME record]
- ...act as intermediaries, querying the DNS hierarchy to find IP addresses for clients.
  - ...receive **DNS queries** from client devices, *e.g.* your computer
  - ...query the other types of **nameservers** (root, TLD, and authoritative) until they find the IP address for the requested domain name
  - ...also **cache** (store) **DNS lookup results** to speed up future requests

# Domain Name System (DNS)

...maps human-readable “domain names” to a unique network address (IP)

...direct queries to the correct TLD servers, which themselves point to authoritative servers, where the definitive DNS records for a domain are stored.

## Various types of DNS Servers:

- Recursive resolver  
[Cached or requested]
- **Root Nameservers...**  
[13 available, mirrored]
- TLD Nameserver  
[Generic TLD, country TLD]
- Authoritative Nameserver  
[IP, DNS “A record”, CNAME record]
- ...are the top of the DNS hierarchy
- When a recursive resolver needs to find an IP address for a domain it doesn't have in its cache, it first contacts a root nameserver
- ...directs the resolver to the correct TLD server for that domain

# Domain Name System (DNS)

...maps human-readable “domain names” to a unique network address (IP)

...receive queries from recursive resolvers and direct them to the specific authoritative nameserver responsible for the domain in question.

## Various types of DNS Servers:

- Recursive resolver  
[Cached or requested]
- Root Nameserver  
[13 available, mirrored]
- **TLD Nameservers...**  
[Generic TLD, country TLD]
- Authoritative Nameserver  
[IP, DNS “A record”, CNAME record]

There's a TLD server for each top-level domain, like .com, .org, or .net

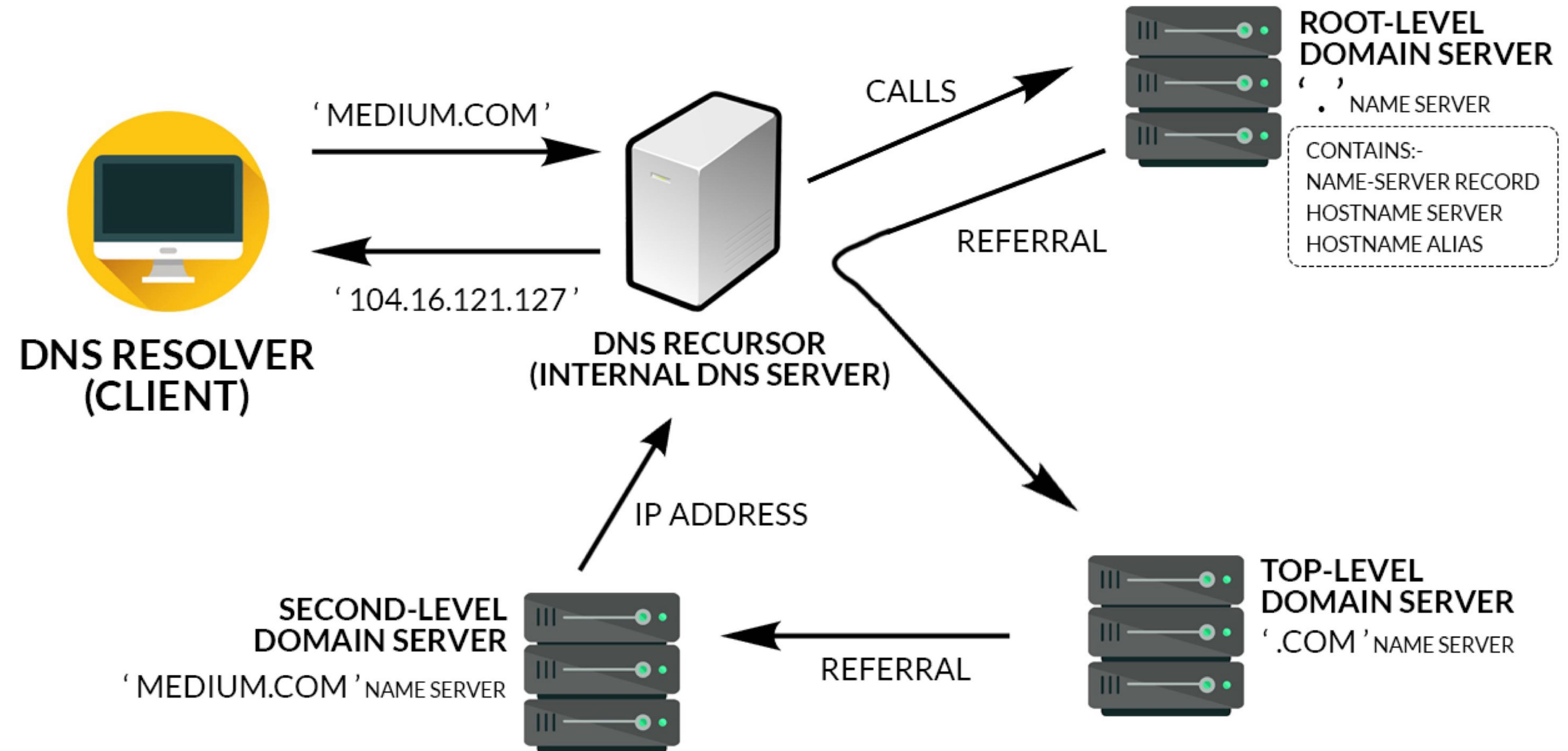
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[13 available, mirrored]
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[Generic TLD, country TLD]
- **Authoritative Nameservers...**  
[IP, DNS “A record”, CNAME record]
- ...hold the actual DNS records (like IP addresses) for specific domains
- When a recursive resolver finally reaches the correct authoritative nameserver, it gets the definitive IP address for the website or service it's looking for
- Authoritative nameservers can be further categorized into **primary (read/write)** and **secondary (read-only)** servers to increase reliability and performance

# Types of DNS Servers



# On a Linux machine

Recursive

```
~ > host giu-uni.de
giu-uni.de has address 195.37.15.170
giu-uni.de mail is handled by 60 giuuni-de0i.mail.protection.outlook.com.
```

TLD

```
~ > host -t ns giu-uni.de
giu-uni.de name server ns.checkdomain.de.
giu-uni.de name server ns2.checkdomain.de.
```

Authoritative

```
~ > host giu-uni.de ns2.checkdomain.de
Using domain server:
Name: ns2.checkdomain.de
Address: 5.9.190.98#53
Aliases:

giu-uni.de has address 195.37.15.170
giu-uni.de mail is handled by 60 giuuni-de0i.mail.protection.outlook.com.
```

Courtesy: Dr. A.F Desouky Slides

# On a Windows machine

Recurser

TLD

Authoritative

```
C:\WINDOWS\system32>nslookup giu-uni.de
Server: UnKnown
Address: 192.168.158.107
```

```
Non-authoritative answer:
Name: giu-uni.de
Address: 195.37.15.170
```

```
C:\WINDOWS\system32>nslookup -type=ns giu-uni.de
Server: UnKnown
Address: 192.168.158.107
```

```
Non-authoritative answer:
giu-uni.de      nameserver = ns2.checkdomain.de
giu-uni.de      nameserver = ns.checkdomain.de
```

```
C:\WINDOWS\system32>nslookup ns2.checkdomain.de
Server: UnKnown
Address: 192.168.158.107
```

```
Non-authoritative answer:
Name: ns2.checkdomain.de
Addresses: 2a01:4f8:201:22cc::106
           5.9.190.98
```

# Take a minute...

What is Time to Live (TTL)?

Why do we need it?

# Remember this??

1.

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“Youtube picard speech  
drumhead”

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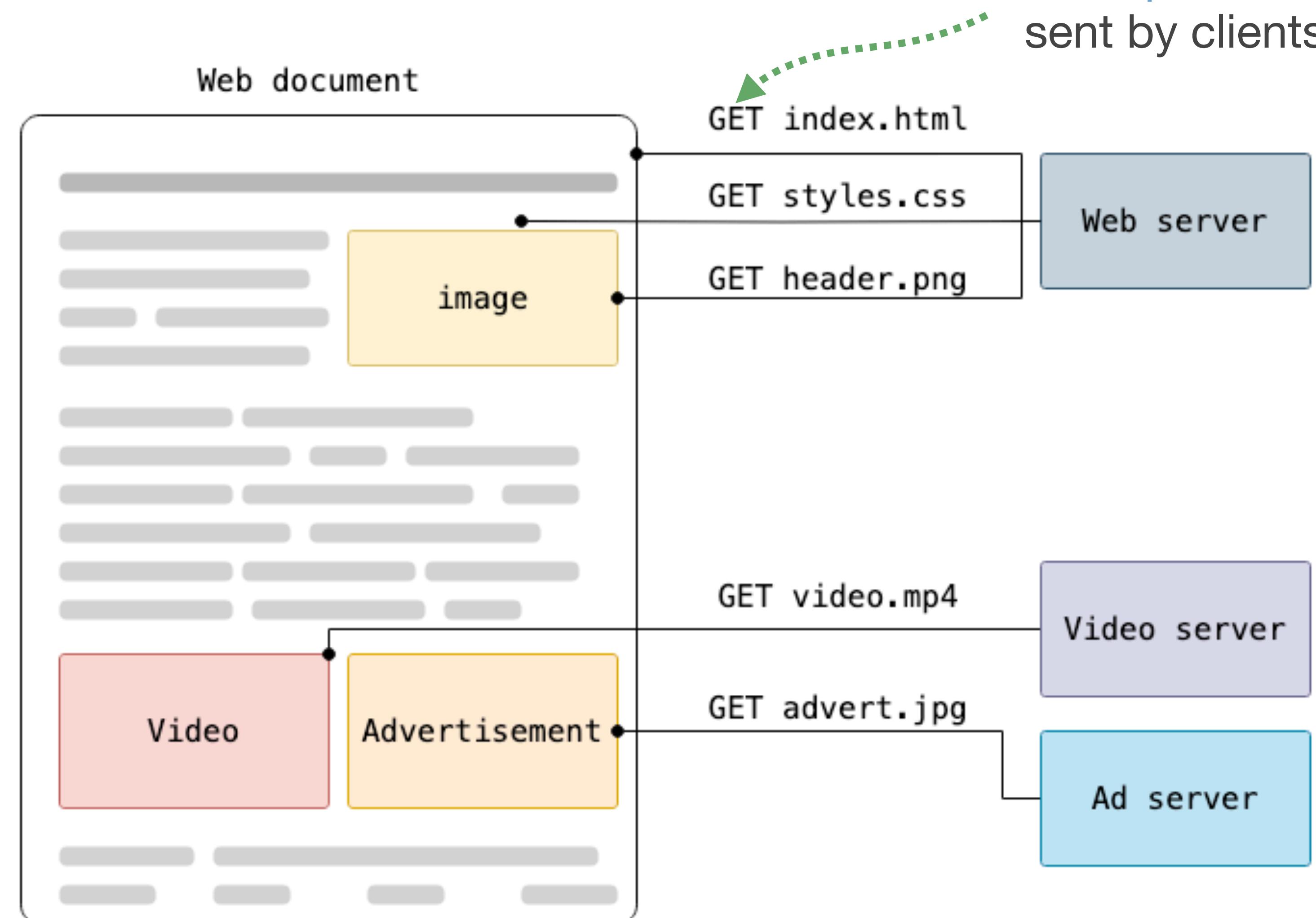
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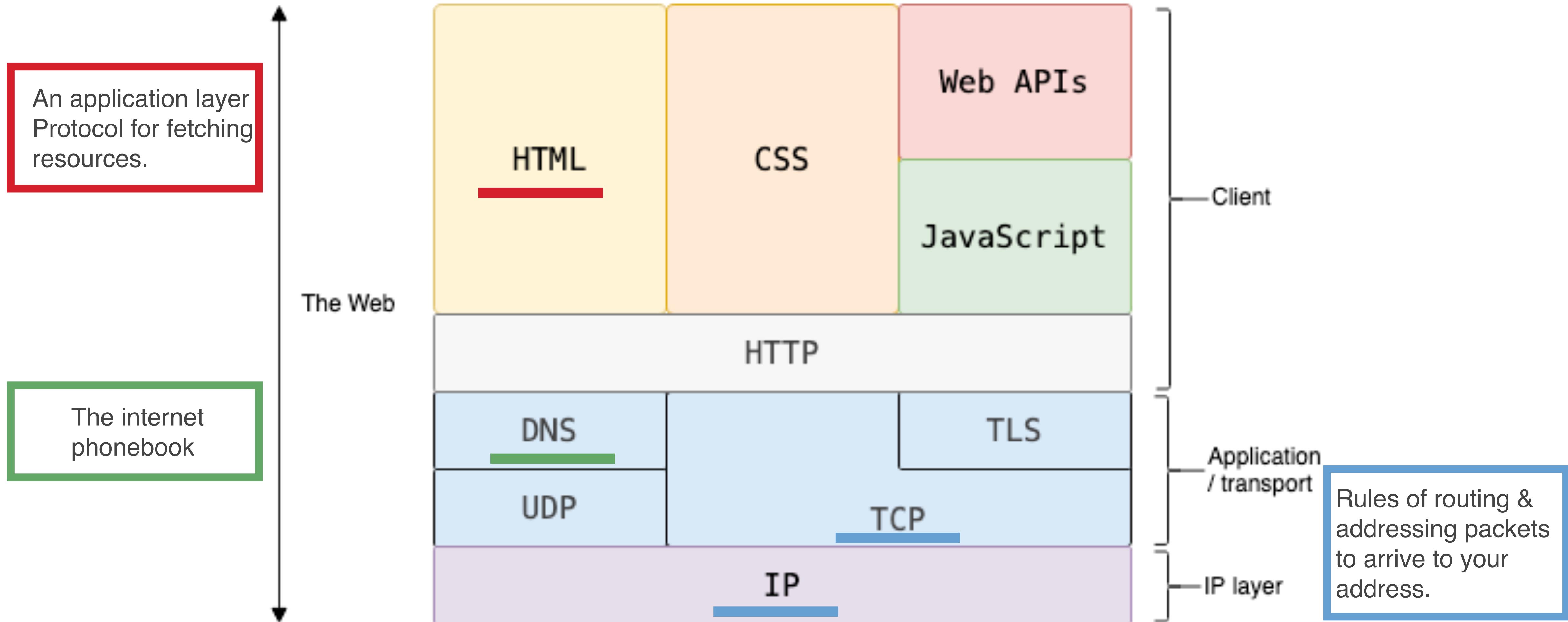
# Hypertext Transfer Protocol (HTTP)

- A protocol for fetching resources such as HTML documents
- Foundation of any data exchange on the Web
- Client-server protocol, *i.e.* **requests** are initiated by the recipient, usually the Web browser
- Clients & servers communicate by exchanging individual messages

(**Responses:** messages sent by servers)

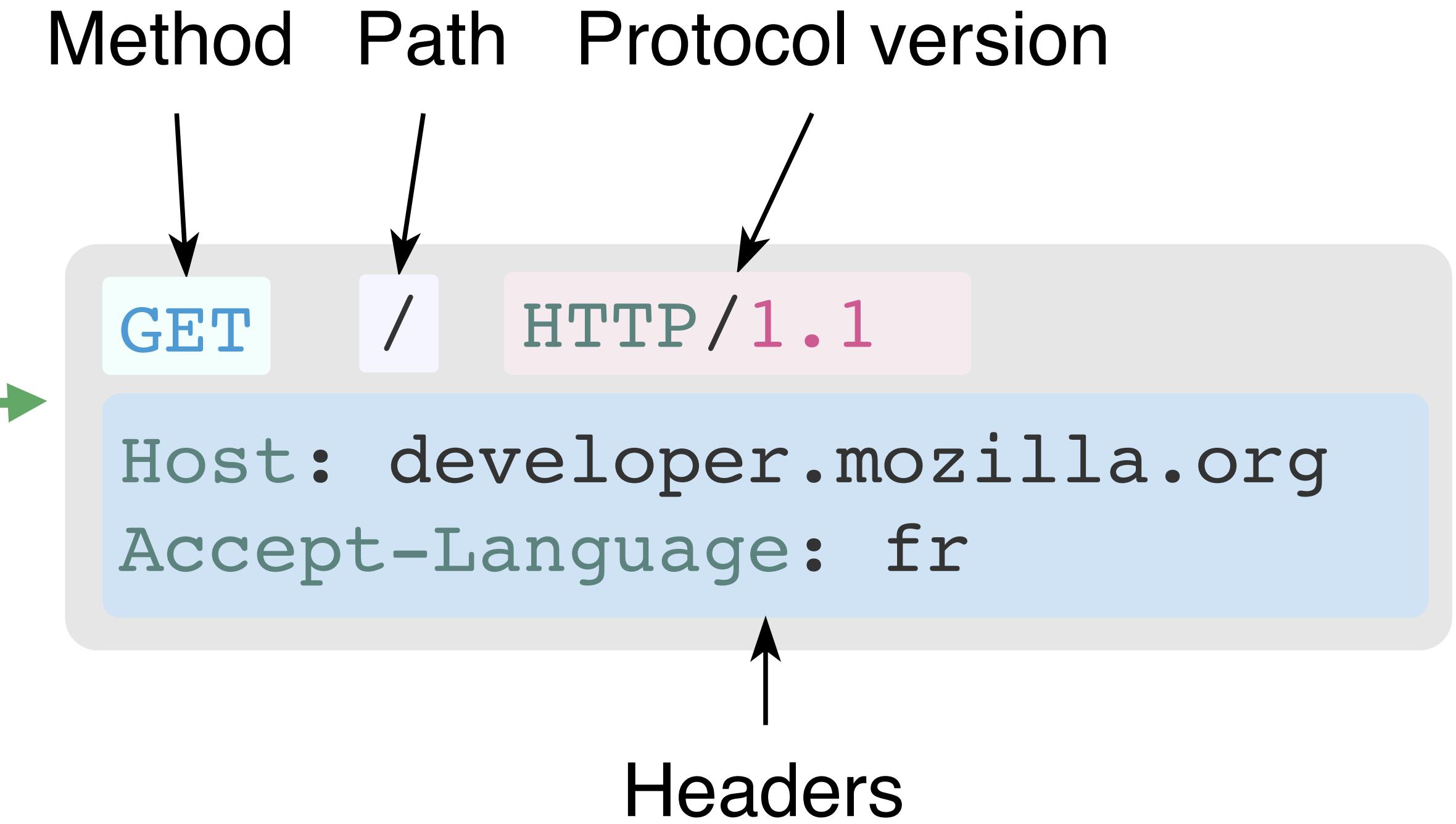
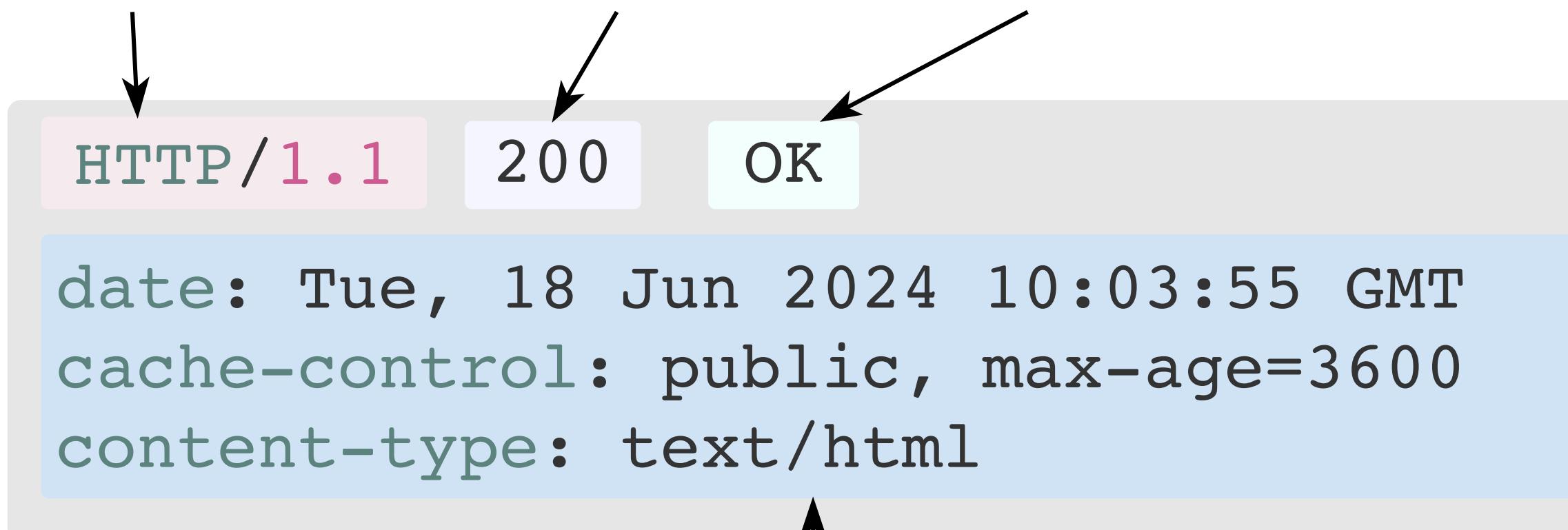


# HTTP



# Sends a message

Protocol version      Status code      Status message



# Receives a response

# Take a minute...

What other methods  
does HTTP have?

What other HTTP  
status codes are there?

# Remember this???

1.

## QUERY INITIATION



“Youtube picard speech  
drumhead”

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Browser asks the **Domain Name System (DNS)** server (aka the internet's phonebook) for the **IP address** (i.e. specific location) of the search engine's server

e.g. Google Public DNS = 8.8.8.8

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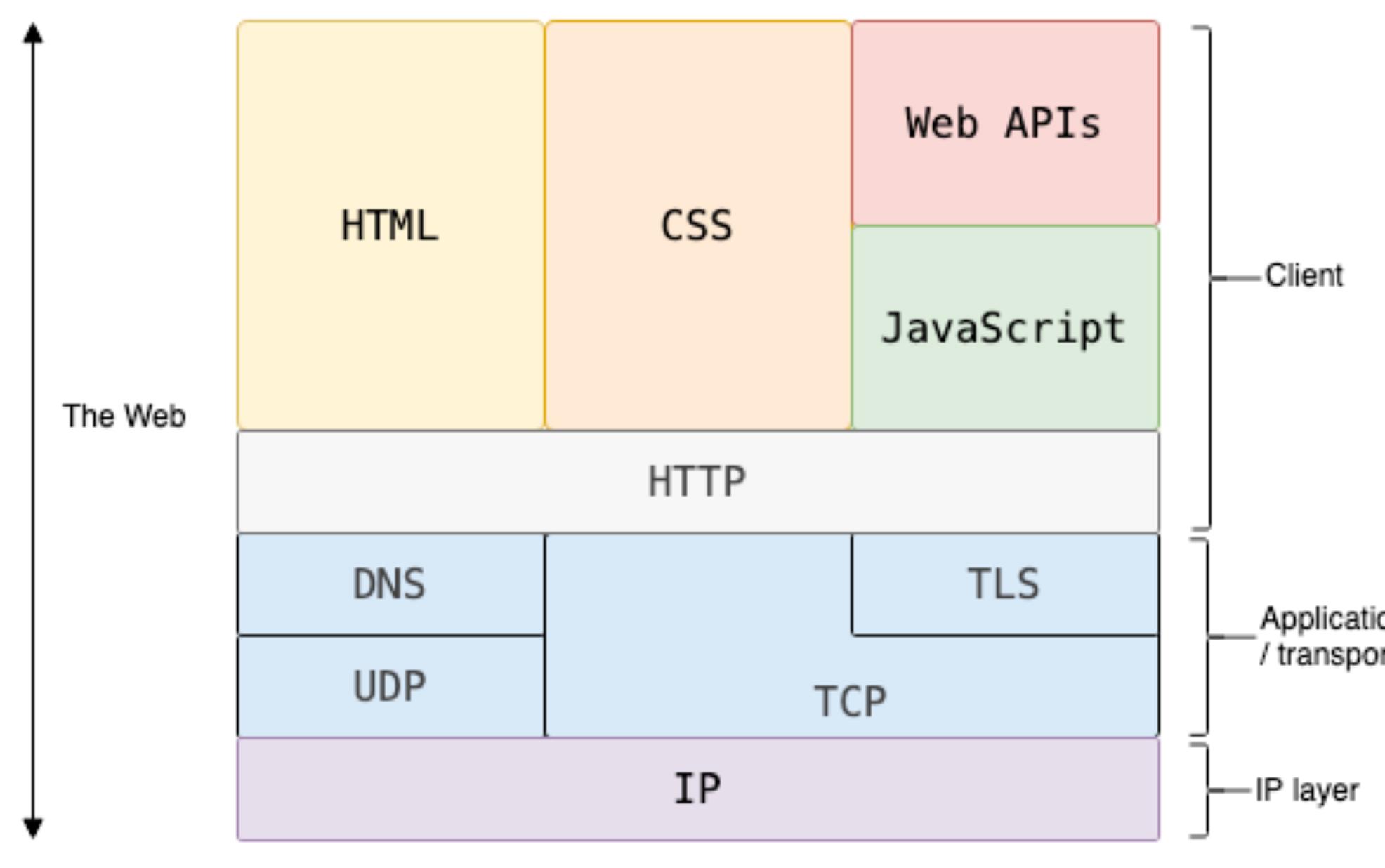
## DATA TRANSMISSION

The server sends back the search results, which are broken into small pieces called data packets, using protocols like **Transmission Control Protocol/Internet Protocol (TCP/IP)**

5.  
DISPLAY

Your browser receives these packets and assembles them, displaying the search results as a list of links and summaries for you to see.

# TCP/IP



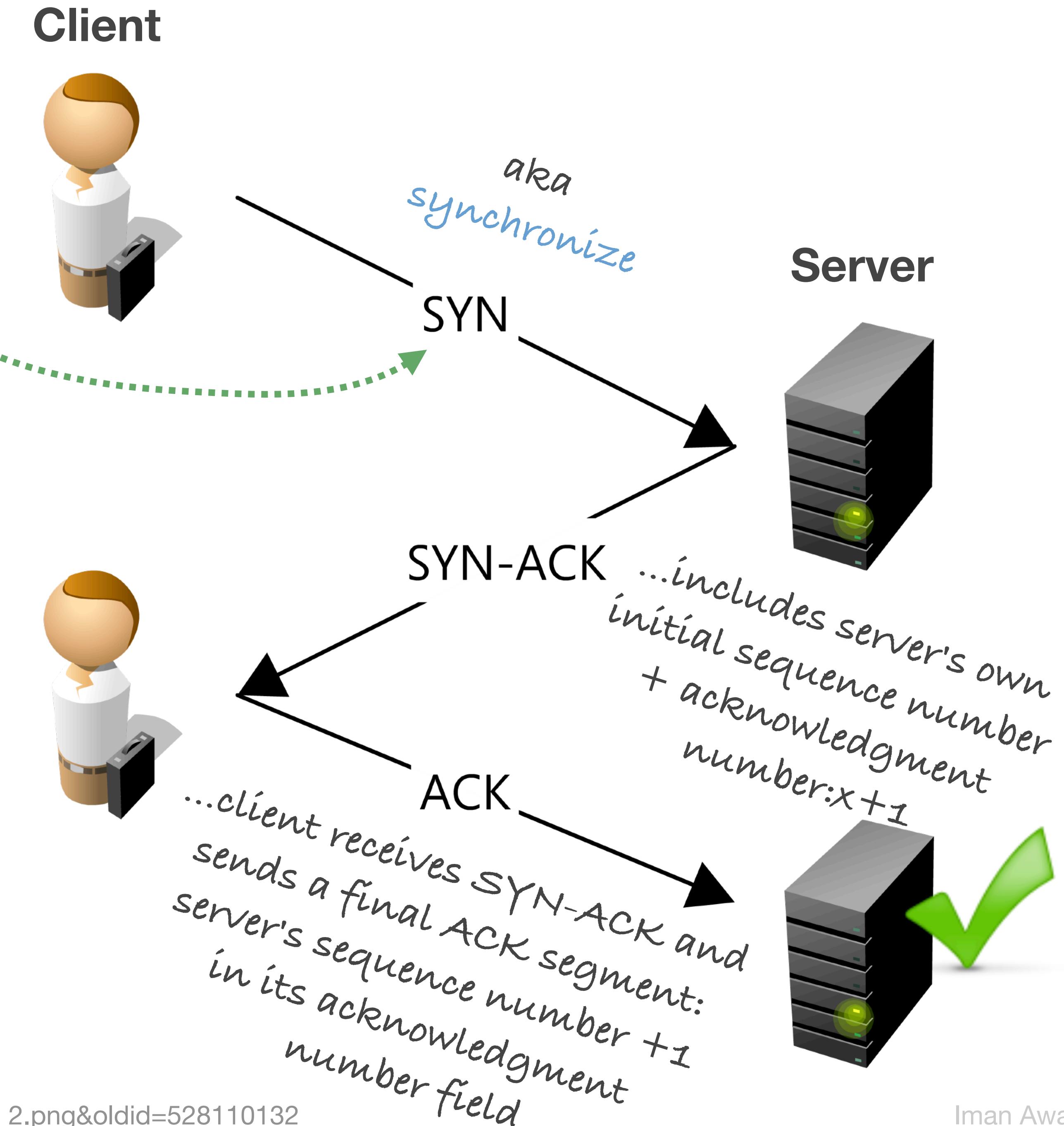
Rules of routing & addressing packets to arrive to your address.

- TCP on top of IP to ensure reliable packet transmission
- Handles lost packets, out of order packets, and corrupted packets
- Packet has header containing info regarding the sender and receiver
- Establishes a connection with *aka ACKS* acknowledgement
- Packets sent are received with acknowledgement

# 3-Way Handshake

...contains randomly-generated initial sequence number (e.g.  $x$ ) to establish a basis for counting data... asking the server if it's ready...

- Client & server exchange three TCP segments to ensure a reliable connection...
- only then does data transmission start



# Take a minute...

What is  
the difference between  
TCP/IP and UDP?

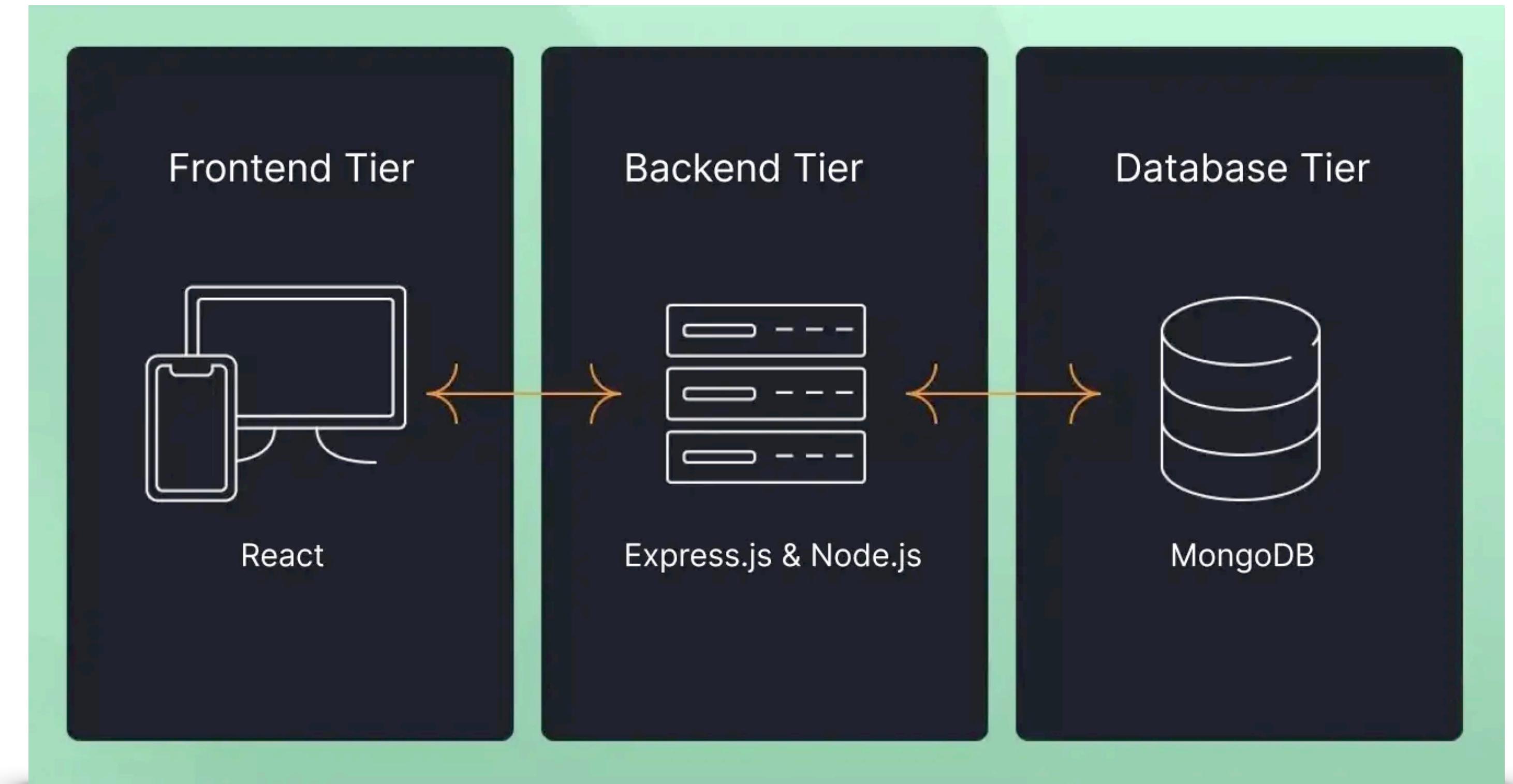
# Take a minute...

How does TCP/IP handle  
lost & out-of-order packets?

# Big picture: How does the WWW work?



Looking ahead...

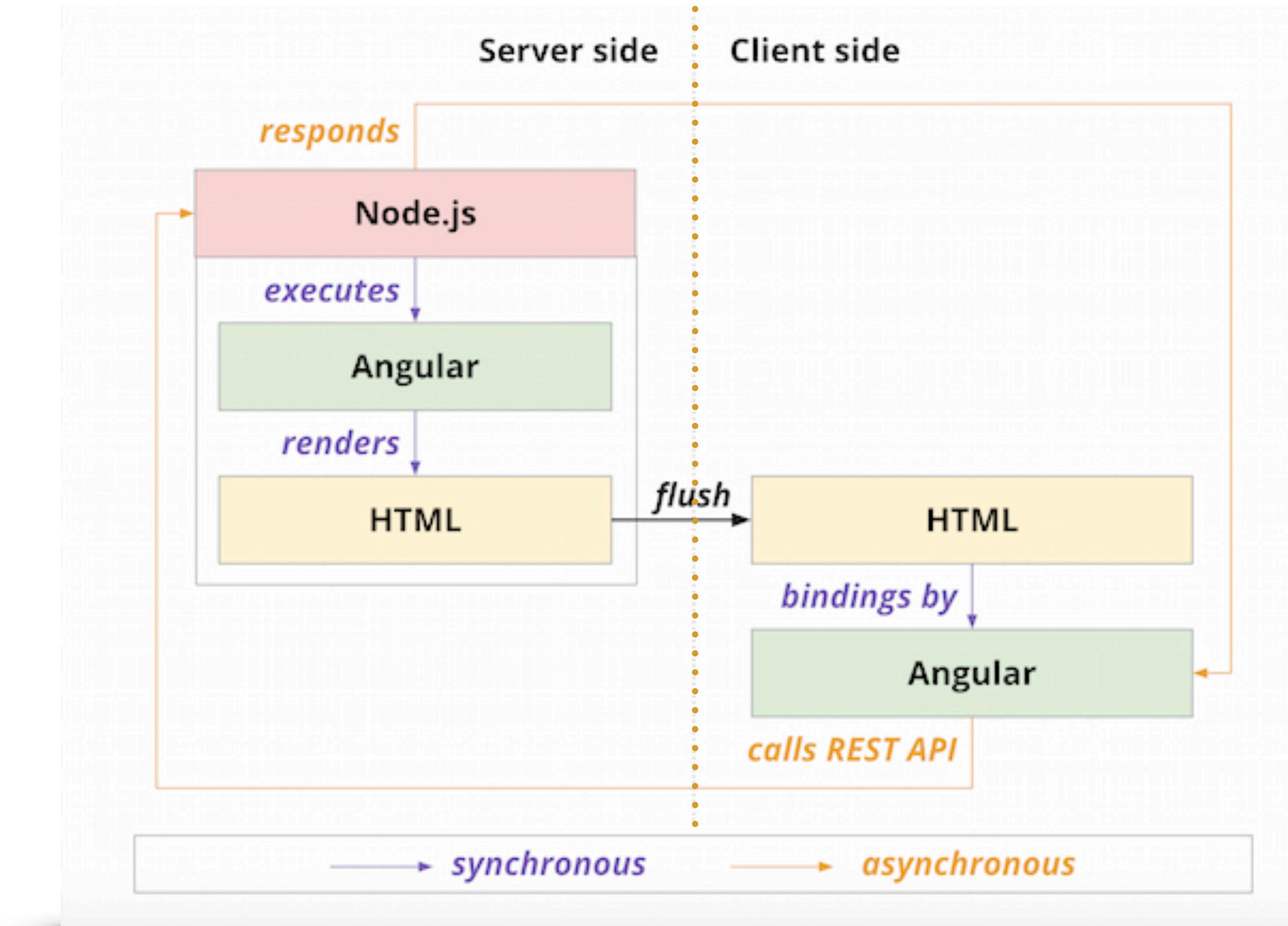


<https://verpex.com/assets/uploads/images/blog/mern-architecture.webp?v=1740569511>

# Big picture: What is the Internet and how does it work?



Looking ahead...



<https://dri.es/files/images/blog/universal-javascript.jpg>

Just  
remember...

