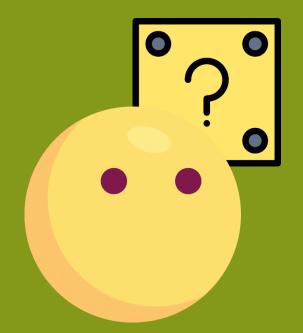
SOFTWARE ENGINEERING

Chapter 1: Key Concepts

MOTIVATION...

Programming is fun, but developing quality software is hard. In between the nice ideas, the requirements or the "vision," and a working software product, there is much more than programming [LARMAN]

What is software engineering?



FIRST DEFINITION...

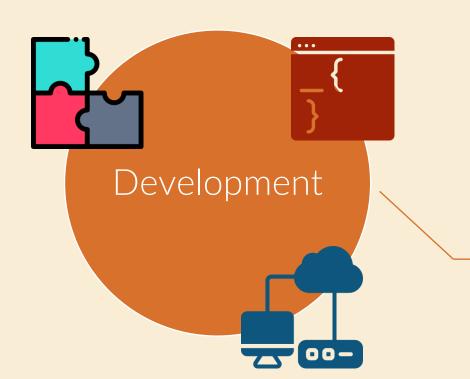
Software engineering is the usage of *proven practices and techniques* derived from systems engineering adapting them to address the **challenges of software development**. [SCHMIDTH]

SOMMERVILLE SAYS...

• It's a discipline that joins all the software processes involved to develop a working software product.

• It's *engineering* as you may have to do everything posible to make things work even with limitations (money, team, time...)

It is...

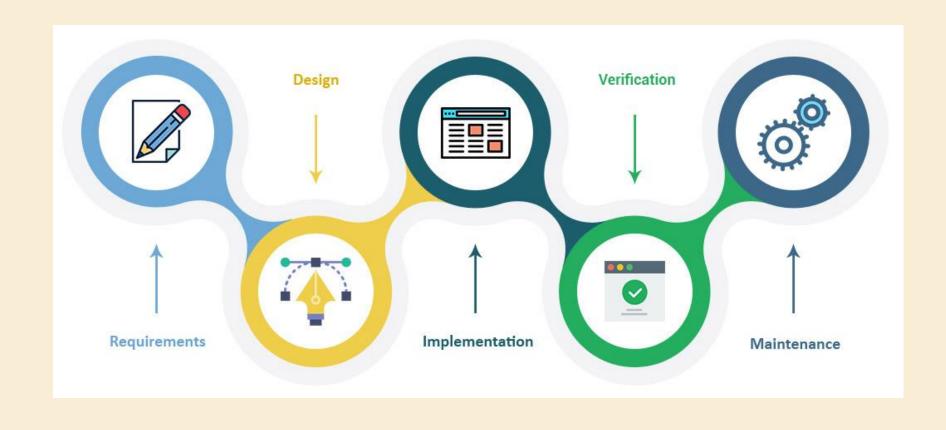


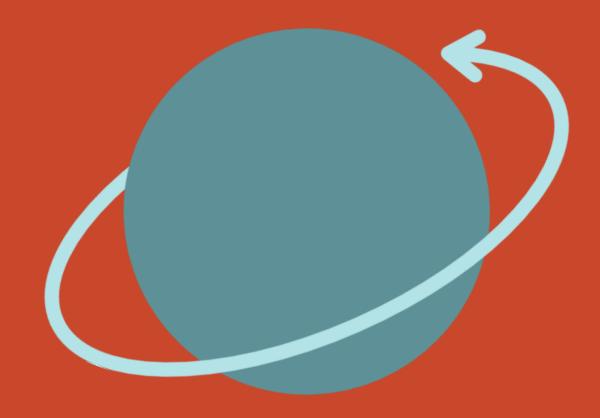
Software Design

• Programming



AND SOFTWARE DEVELOPMENT IS...





NOW...

Let's see some history, how did we get where we are now?

ENGINEERING?

1700's Statics 1700's Strength of materials 1775 Hydraulics

Science

Commerce

ENGINEERING!

1750 Full analysis of materials 1850 Structure analysis

Production

Craft

Romans (1st century)

ENGINEERING?

Production

Software development methods (SDM)

Craft

Science

Emerging research!

Commerce

1990: Adoption of SDM's

ENGINEERING!

Here we are...

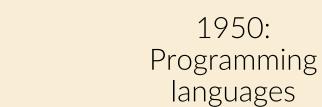
Why not... a timeline?



TIMELINE I

1940: First digital computers

1961: Modularity



1981: Software engineering

TIMELINE II

1981: Software Crisis

1990: Rise of internet

2001: Agile Manifesto









2000: Lightweight methodologie

1984: Software engineering institute

TIMELINE II

2000: Google's Revolution





2003:

Android

Inc. Is

launched





2004: Web

2.0





2011:

Changes of

architectur

e (Cloud)

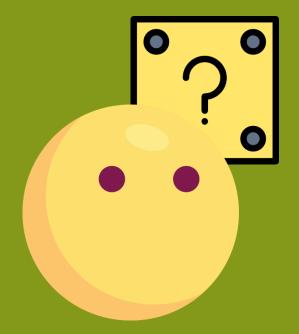


2001: 3G

2004:SOA

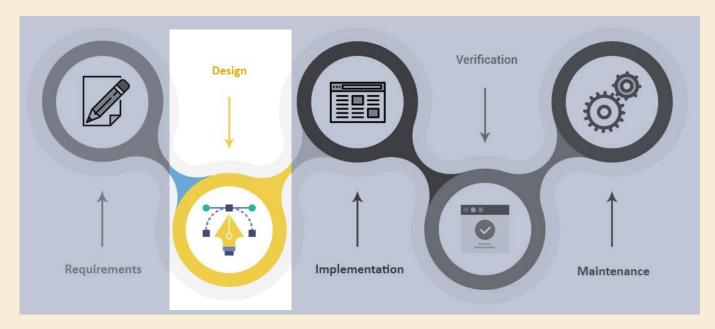
2009: Microservic es 2013: Internet of things

What is a software process

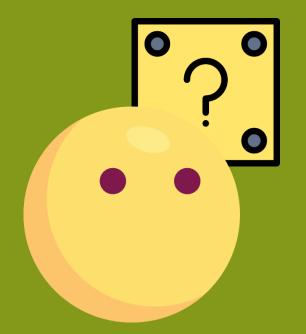


SOFTWARE PROCESS

• It's the set of activities needed for getting a result...



Could you define everyone of them?



REQUIREMENTS

















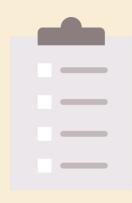


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DESIGN

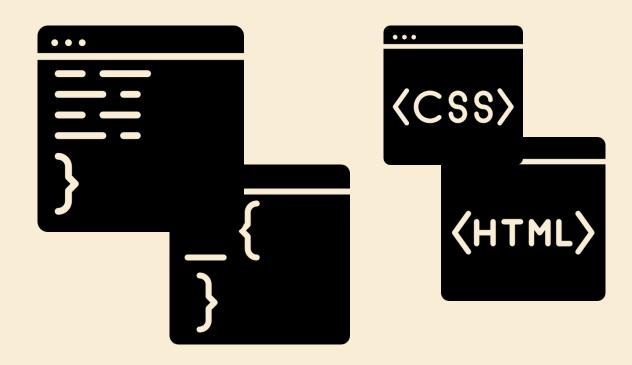
- Design shows every single piece of software that needs to be done, that means, databases, interactions, interfaces
- What data composes your system and how they interact
- This is the guide that programmers will implement





IMPLEMENTATION

- Well, let's write some code!
- Designs become code
- You may need IDE's
- Source code control
- Profilers
- Static analysis tolos
- Refactoring



TESTING

- Developers do not put bugs intentionally
- Developers test their code
- Non-developers test the software [QA]
- After everything is integrated, the whole package is tested





DEPLOYMENT

- It's the process of putting the final application in the user's hands.
- You may need an installation manual!
- Tasks:
 - Environments
 - Hardware resources
 - Server configuration
 - Cloud configuration
 - Software dependencies

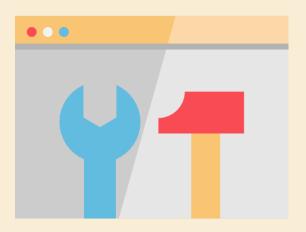




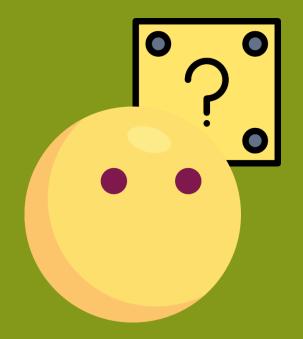
MAINTENANCE

- Every single effort that is put to every single piece of software after it has been deployed:
 - Patches
 - Security Updates
 - Compatibility with newer hardware
 - Optimization





Is there another approach?



Software Processes... Generic

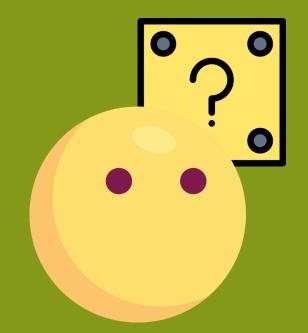








What about process models?



A PROCESS MODEL..

- Well, it's how you manage to organize and prioritize activities...
- It's what we normally call software development methodologies

PROCESS MODELS

Predictive



- Waterfall
- Waterfall with feedback
- Sashimi
- Incremental Waterfall



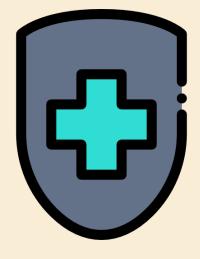
PROCESS MODELS



Agile

- XP
- FDD

- AUP
- LeanDADCrystalKanban



Software Engineering Challenges

Challenges



1) Heterogenity: 3



2) Delivery:



Different computers

More support

Different Programmin g Languages

Faster is better!

Users can rely on software

And the reason why this is difficult is...

You need to be careful with

- Capturing the functional and non functional requirements
- The choice of the right development and deployment tools
- Manage hardware properly
- Doing good designs
- Having recovery strategies
- Choosing development methodologies



And you may need a lot of skills!





- Specification fundamentals
- Design concepts
- Performance considerations
- Resource management

- Good practices
- Software development process
- Security
- Coding
- Quality

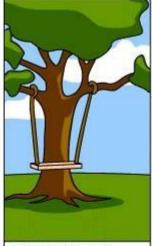








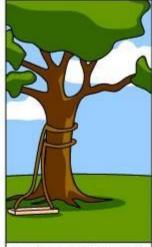
How the customer explained it



How the Project Leader understood it



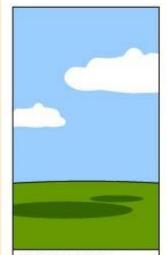
How the Analyst designed it



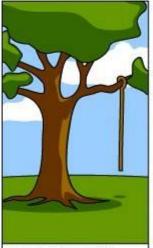
How the Programmer wrote it



How the Business Consultant described it



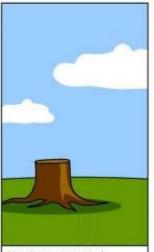
How the project was documented



What operations installed



How the customer was billed



How it was supported



What the customer really needed

And if we take into account every single aspect...



How the customer explained it



How the project leader understood it



How the analyst designed it



How the programmer wrote it



What the beta testers received



How the business consultant described it



What the digg effect can do to your site



The disaster recover plan



The Open Source version



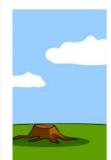
How it performed under load



How patches were applied



How the project was documented



How it was supported



What marketing advertised



When it was delivered



What operations installed



How the customer was billed

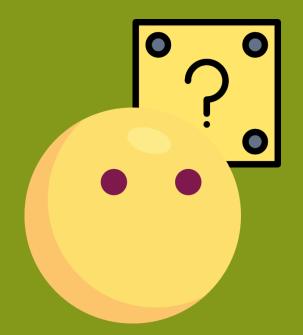


What the customer really needed

This is worse...



Can we talk a bit about software?





Software Definition!

Is the set of computing programs, processes, rules, documentation and associated data that becomes part of the operations of the system

IEEE Standard 729

Another one please!!





Software Definition 2!

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

SOMMERVILLE

GENERIC SOFTWARE VS CUSTOM

Generic



Custom



4 Key Elements for Software

1) Efficiency

• Consuming just the neccesary!

2)Trustability

Security, Protection, Stability

3) Usability:

• Intuitive?, easy to use

4) Evolution

 Software will always change, even after deployed

What about Colombia?



Well...

https://disqus.com/home/discussion/bunnyincblog/colomb ia_doesnt_have_any_software_engineers_really_not_even_o ne/

• It's a fact that we have skilled and good engineers, but... on the other hand our companies prefer technologists and technicians rather than engineers.



WENEED BETTER COMPANIES!



The bad engineering culture is closing the gap (in a bad way) between technicians and engineers

Let's see an example!



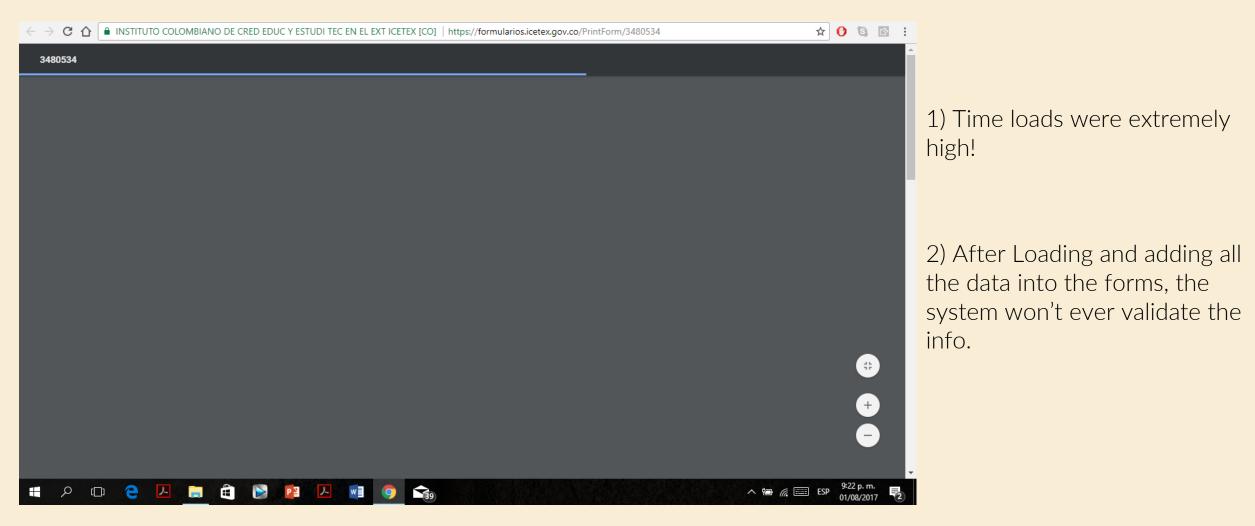
Smiley and the data system! PT 1



Smiley has won an scholarship that allows him to stody abroad

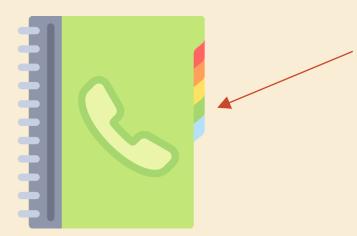
He just needs to put all of his information into a data system.

Smiley and the data system! PT II



Usability and efficiency --

Smiley and the data system! PT III

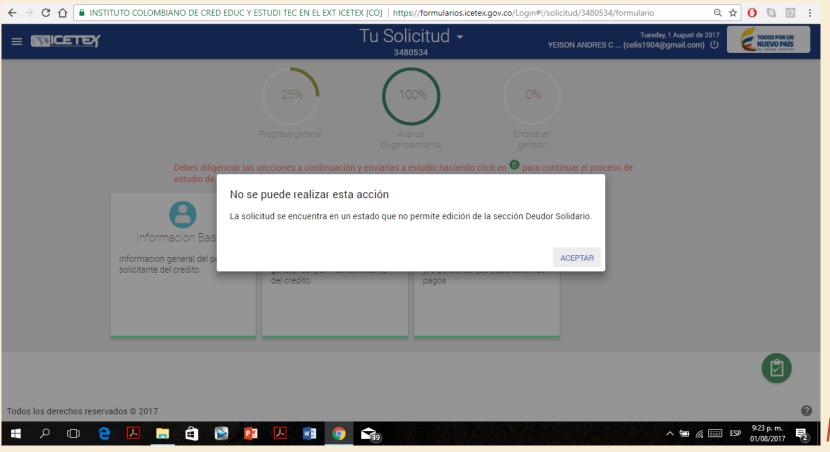


After several sessions of phone calling they confirmed that the issue is that some parts of the form are not visible for the users



They resolved the issue, and smiley tried the system again

Smiley and the data system! PT IV

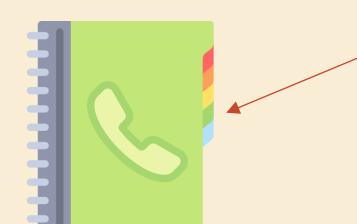


1) One form became totally unaccessible

2) The system started to crash with errors (like 404), and the data validation became impossible

Nice fix!

Smiley and the data system! PT V



After more sessions of emailing and phone calls their decision was to

RE DO ALL THE SYSTEM



So.. Think about their Budget, timing, management, and software processes



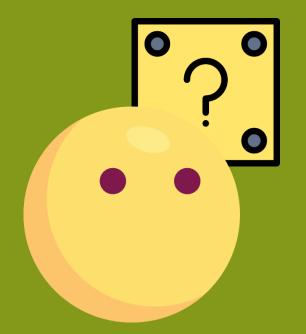
Things may change if...

Software engineering became a MUST discipline

We had respect for the quality of every software produced

We had genuine interest and software contributions

What about Ethics in Software Development?



4 Basic principles



Confidentiality

• Respect to clients and employers



Competence

• Don't lie about you



Intellectual property rights

• Libraries... copyright..



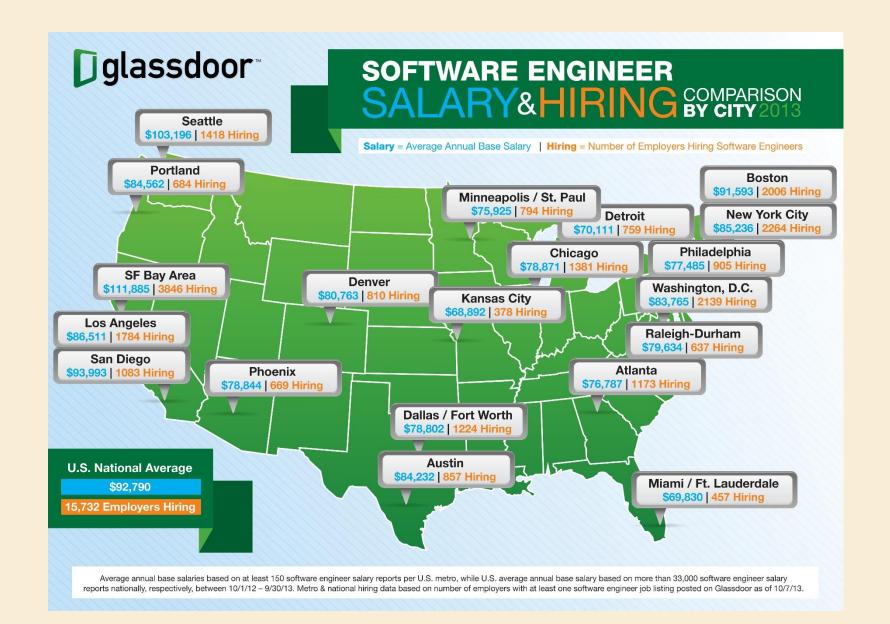
Computer missuse

- Playing games?
- Pouring malware into someone's machine



Let's talk about money!

What about other countries?



What about programming languages?







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- [STEPHENS] Beginning Software Engineering. 2015
- [CROOKSHANKS] Software Development Techniques. 2015

