

# What is software engineering? Why do we need it?

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CMSC 355 - Software Engineering: Spec and Design  
Fall 2015



School of Engineering | Computer Science

# Welcome to CMSC 355

- My name: Kosta (Kostadin) Damevski
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- My office hours: Mondays 1:00pm - 3:00pm

# Course Organization

- Online Presence
  - Course schedule and slides
    - <http://damevski.github.io/cmssc355>
  - Assignments, assignment submission, grades, etc.
    - on Blackboard
  - Discussions
    - on Piazza

# Grading is Simple

- 50% - Team Project
- 30% - Final Exam
- 20% - Midterm

# Team Project

- A semester long, agile, development project intended to illustrate concepts from class
  - Project grade is about many other aspects other than writing code
  - There will be project presentations by each team at the end of the semester
- Theme: Android Apps (Java)
- Team size: 4-5 students
- More on this very soon...

# Grading the Team Project

- Individual effort
  - Some thresholds of lines of code written and issues completed ensure that things are getting done
- Group effort
  - Anonymous ratings of fellow group members at the end of each iteration
    - Can reduce iteration grade but not improve it
    - First iteration will be a warning
- Grades at the end of each iteration
- Grades on the completed project (includes presentation)

# Course Plan

- Class will be for lectures, mostly
  - Cover a variety of software engineering topics
    - Some of them will be part of the team project
    - All of them will be (fair game) for the exams
  - I will likely spend a few lectures on Android
    - Things that everyone would benefit from
    - But, there is a lot you will need to learn on your own

# Piazza

- For Q and A, and for team forming
  - Teaching staff and fellow students answer questions
  - If you are active on Piazza, there will be bonus points that can help you if you have a borderline grade
- Before e-mailing a question to the teaching staff, make sure it hasn't been answered on Piazza
  - Consider asking the question on Piazza
    - unless it's about grading or other personal stuff



# Questions

- Does the course organization make sense?

# Why do we study software engineering?

- A computer is a programmable device
  - So programming it is a fundamental activity
- We ask a lot from our software
  - Complexity
  - Heterogeneous tasks
    - inside a car vs. inside a server
- Managing that complexity requires more than just programming skill

# What should you expect to learn in this course?

- Methodologies
- Techniques
- Tools
- ...to build high-quality software that fits budget

# Software Development Effort

| Size       | Example              | Programming Effort          |
|------------|----------------------|-----------------------------|
| $10^2$ LOC | Class Exercise       |                             |
| $10^3$ LOC | Small Project        |                             |
| $10^4$ LOC | Term Project         | Software Engineering Effort |
| $10^5$ LOC | Business Application |                             |
| $10^6$ LOC | Word Processor       |                             |
| $10^7$ LOC | Operating System     |                             |

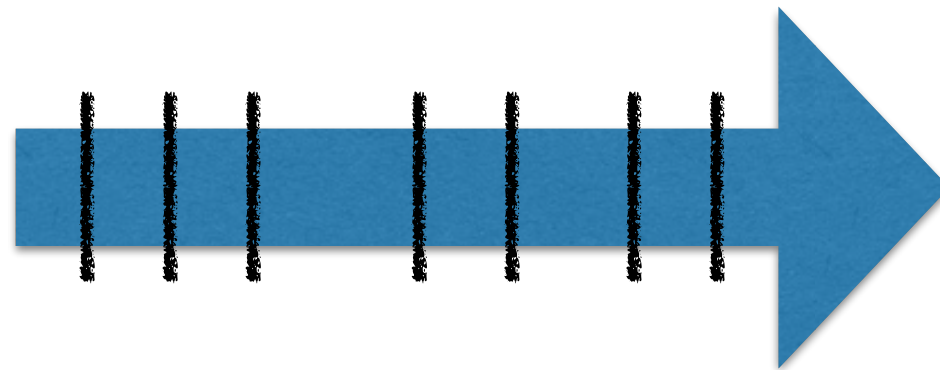
# Engineering SW is different from engineering HW

- Q: Why so many SW disasters and no HW disasters?
  - Ariane 5 rocket explosion
  - Therac-25 lethal radiation overdose
  - Mars Climate Orbiter disintegration
  - FBI Virtual Case File project abandonment
- A: Nature of the two media and subsequent cultures that developed

# Engineering SW is different from HW

- Cost of field update
  - On hardware it's very large
    - Hardware designs have to be finished before they are shipped
    - Bugs => return hardware => lost \$\$\$
  - On software it's very small
    - Expect software to get better over time
    - Bugs => wait for an upgrade
- HW decays slowly, while software can be long lasting

# Software Development



The SW engineering task is split into multiple steps according to a ***software development process***



# Software Development Processes



- Waterfall vs. Spiral vs. Agile



# Summary

- We need software engineering to manage the complexity of designing software
  - A set of scientific principles and best practices
  - We will discuss these in the lectures
  - We will experience some of them in our team project
- Your task now
  - Log in to Piazza and Blackboard
  - Assignment 1 is on Blackboard

# Assignment 1 in Blackboard

- Due Sunday @ midnight
- Individual project ideas
  - I'll aggregate them and post them as a first step in creating groups
  - Group formation via Piazza, and due at the end of next week
- Consider [openmhealth.org](http://openmhealth.org) as a possibility
  - Platform for storing, analyzing and visualizing health data

# Questions

- Any questions so far?