

Introduction

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Lecture: Introduction to Software Development
Ian Sommerville Book: Read Chapters 1-3 (for basic concepts)



Topics

- Professional software development
- Model driven software development
- Software development process
- Software development roles
- Agile software development
- Software development project

Professional software development

Individual Software Development

Developed by individuals

Developed for personal needs

Consider mainly technical aspects

Consider mainly coding stage

Professional Software Development

Developed by team

Developed for business needs

Consider all technical, non-technical and global aspects of software development

Consider full software development lifecycle stages involving planning, analysis, design, coding, testing, bug fixing, usages, maintenance & evolution

Software characteristics

Functionality
or features

Performance

Maintainability

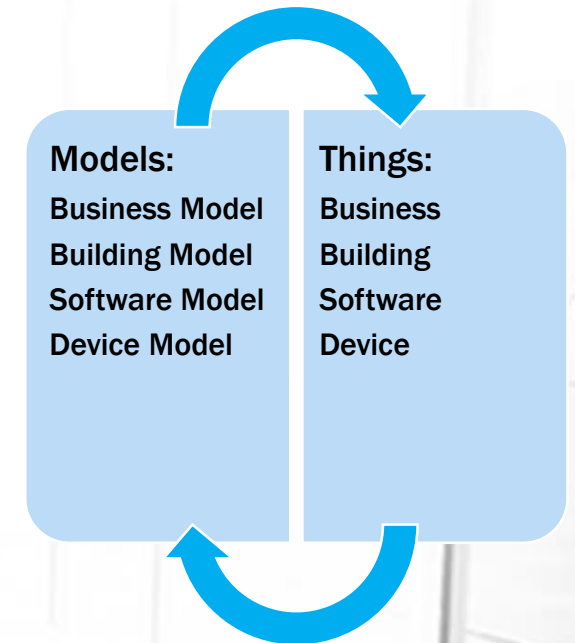
Dependability

Usability

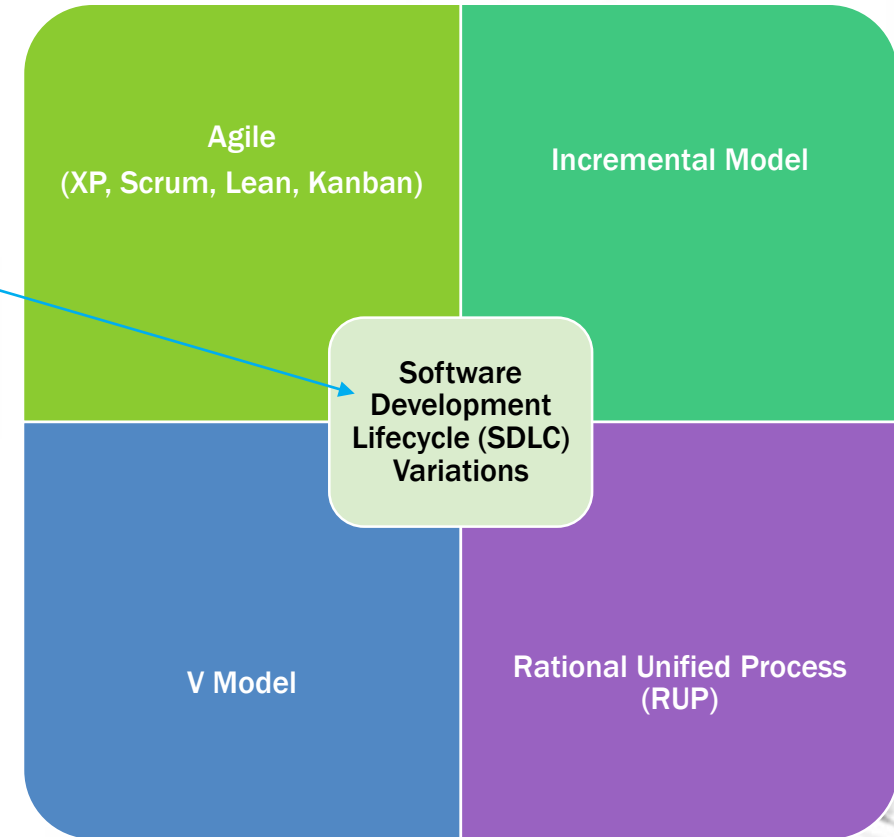
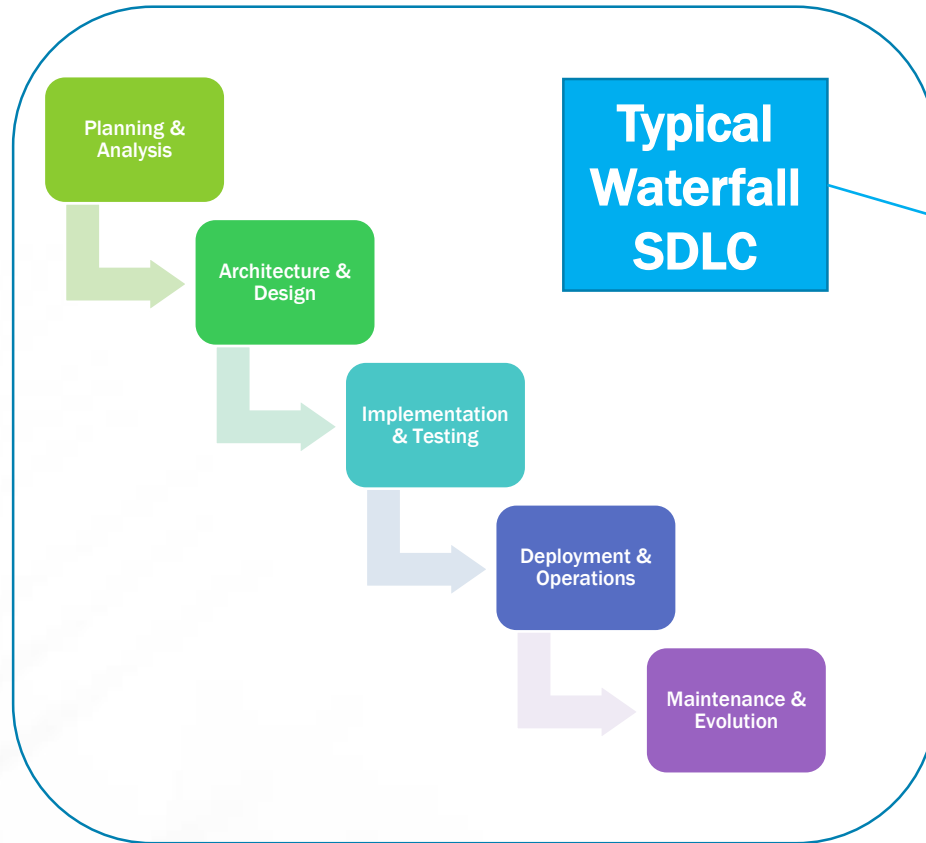
Model driven software development

- **Models**
 - Stakeholders, concerns, views, viewpoints and models
 - Developing solution (systems) from models
- **Model Representation (Modelling)**
 - Textual, diagram, matrix, list, map, chart, media etc.
- **Model Driven X (MDX)**
 - Model Driven Development (MDD)
 - Model Driven Engineering (MDE)
 - Model Driven Architecture (MDA)
- **Physical, Digital, Abstraction and Automation**
 - Computation Independent Model (CIM)
 - Platform Independent Model (PIM)
 - Platform Specific Model (PSM)

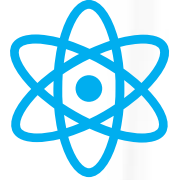
Reference: http://www.omg.org/mda/mda_files/Cephas_MDA_Fast_Guide.pdf



Software development process



Software development roles



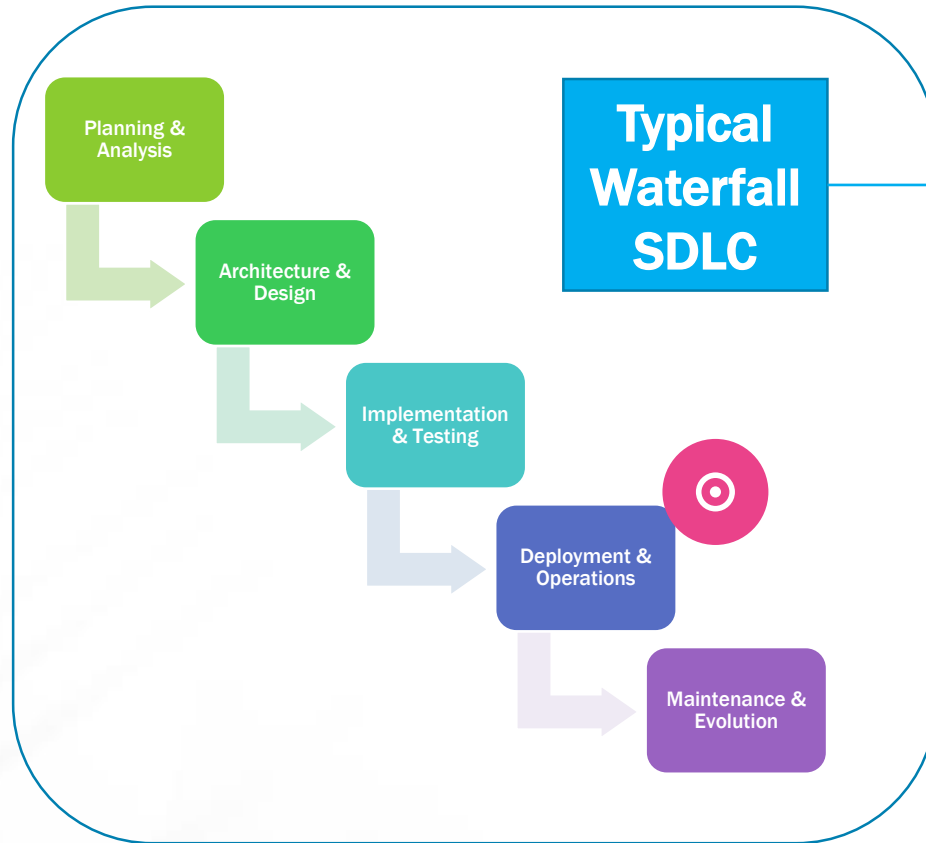
IT team

- Project Manager (IT)
- Coach
- Scrum Master
- Business Analyst (IT)
- Architect
- Developer
- Tester
- Security SME
- Integrator
- Trainer
- IT Operations
- ..

Business team

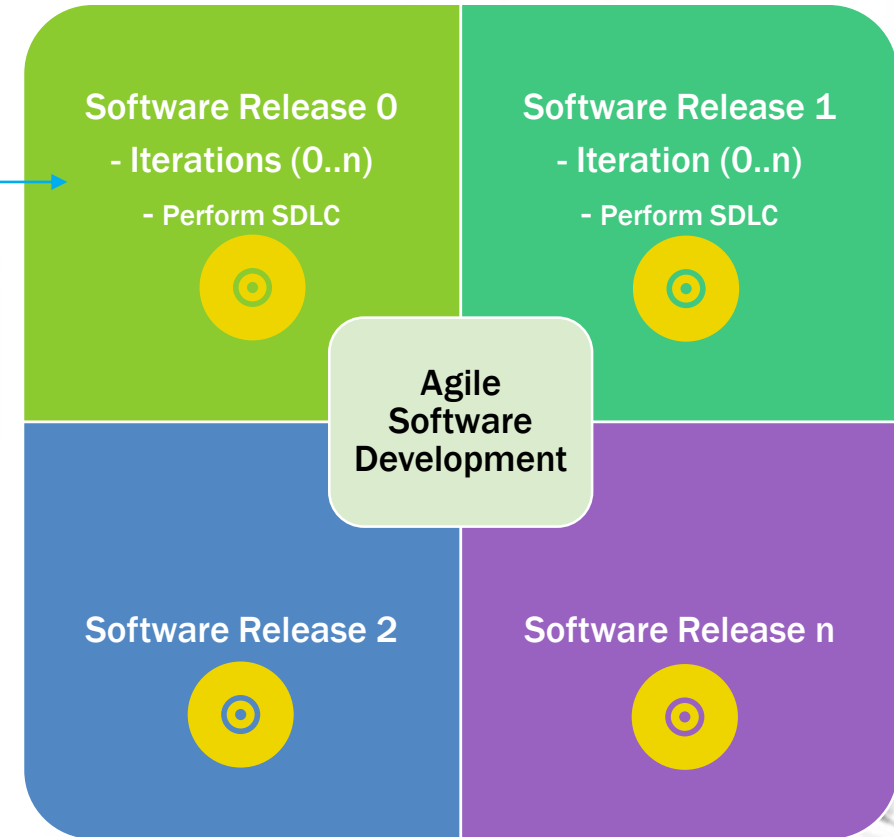
- Project Manager (Business)
- Business Analyst (Business)
- Software Product Sponsor
- Software Product Owner
- Software Product User
- ...

Agile software development



Big bang Software Delivery

41025: Introduction to Software Development



Incremental Software Delivery/ Release

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Agile software development

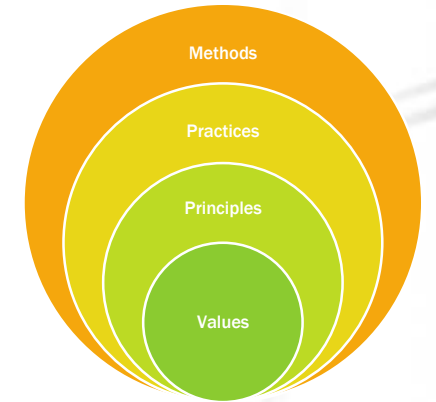
Agile
Manifesto

Agile Values
& Principles

Agile
Methods &
Practices

Agile
Benefits

Agile
Challenges



Agile Manifesto: <http://agilemanifesto.org/>

Agile Methods: An evaluation of the degree of agility in six agile methods and its applicability for method engineering by A Qumer, B Henderson-Sellers. Information and software technology 50 (4), 280-295.

Agile software development

Agile Values

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

Agile Manifesto: <http://agilemanifesto.org/>

Agile software development



Agile Principles

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.
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 maximising the amount of work not done—is essential.
11. The best architectures, requirements, and designs emerge from self-organising teams.
12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly.

Agile Manifesto: <http://agilemanifesto.org/>

Agile software development

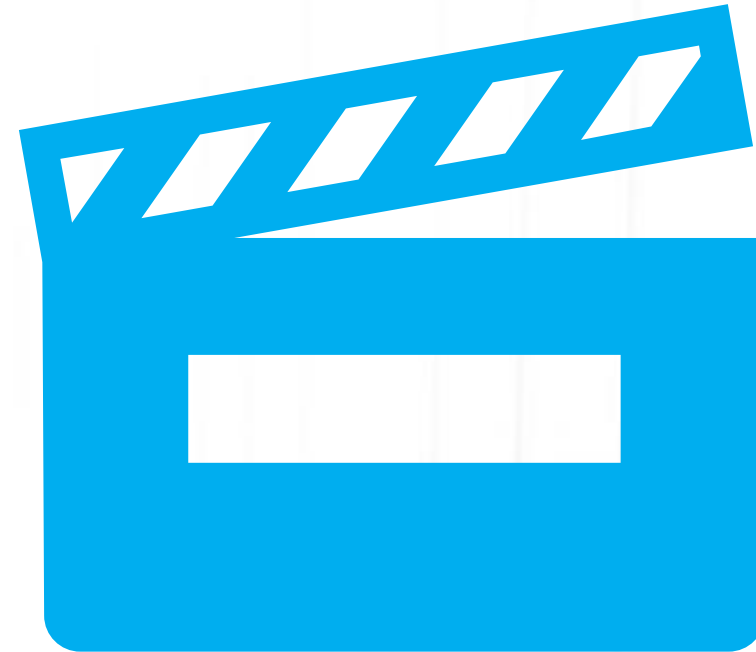
Agile
software
development
methods -
videos

Scrum

XP

Lean

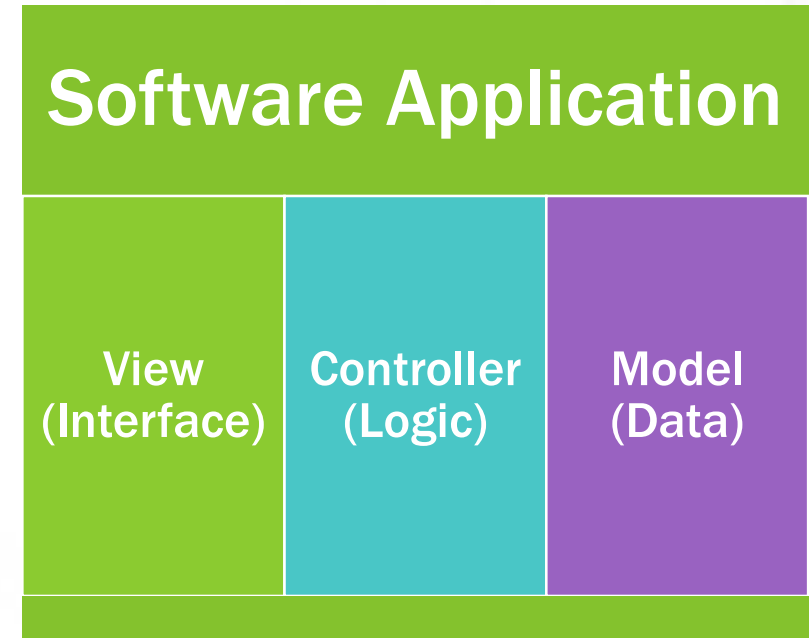
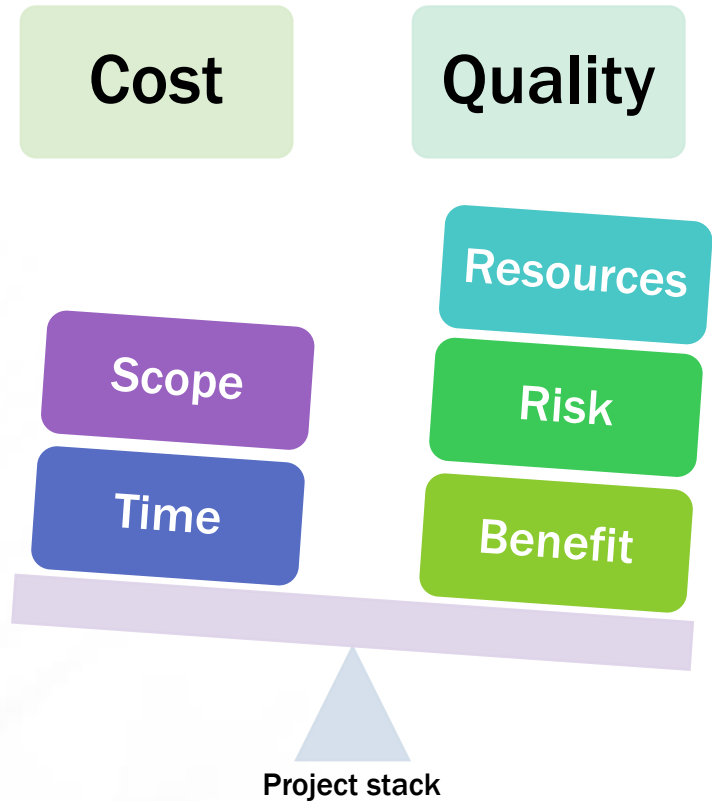
Kanban



Source: See UTS Online for the video links

Agile Methods: An evaluation of the degree of agility in six agile methods and its applicability for method engineering by A Qumer, B Henderson-Sellers. Information and software technology 50 (4), 280-295.

Software development project



A simple application stack

Note: This subject will focus on developing a small software application.

Conclusion

- Individual vs professional software development
- Models and model driven software development
- Agile vs traditional software development
- Software development project and application stack