## Software Processes

### Prof. Dr. Dirk Riehle

Friedrich-Alexander University Erlangen-Nürnberg

AMOS C01

Licensed under CC BY 4.0 International

### Agenda / Key Functions in Software Engineering

- 1. Product Management
- 2. Engineering Management
- 3. Software Development
- 4. Quality Assurance

### **Describing Software Engineering Processes**

Roles

PM

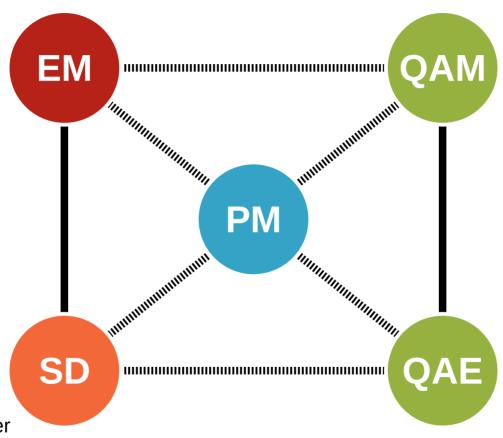
**Practices** 

**Define Feature** 

**Artifacts** 

**MRD** 

### **Key Roles in Software Engineering**

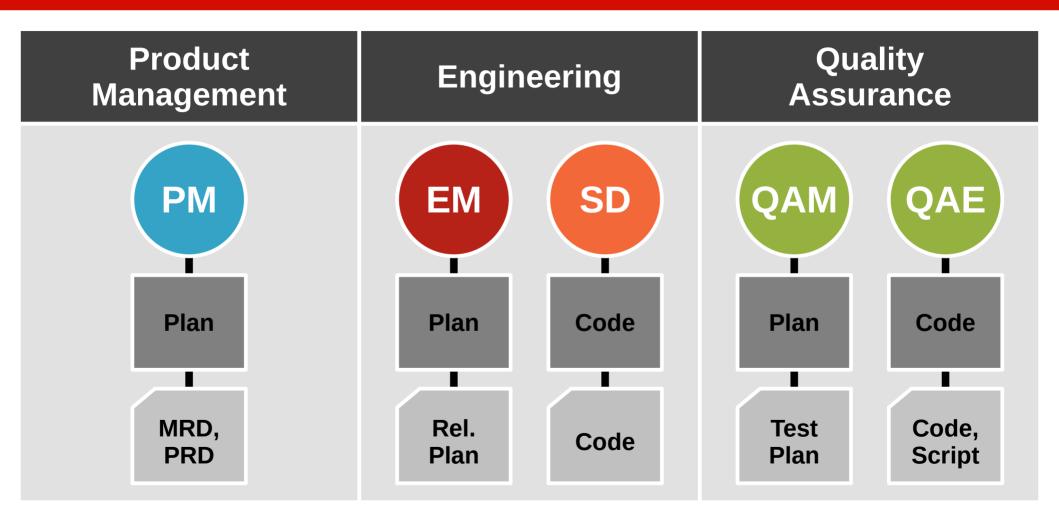


PM: Product Manager

EM: Engineering Manager SD: Software Developer

QAM: Quality Assurance Manager QAE: Quality Assurance Engineer

### **Key Practices and Artifacts**



## 1. Product Management

### **Product Management**

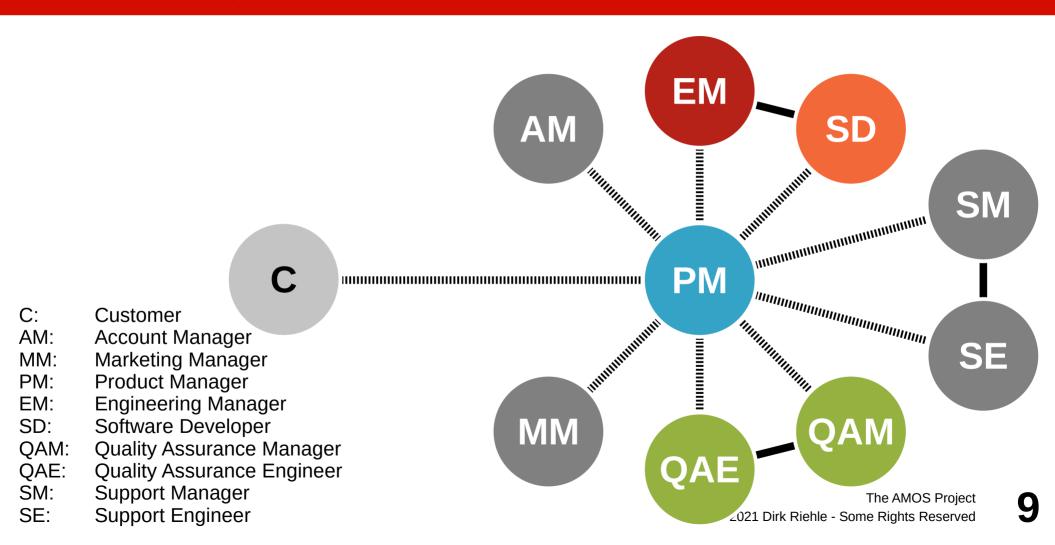
- Product management
  - Is the **management** [1] of a company's products
  - Along the product's life-cycle
  - Across the product portfolio (if any)

### **Product Management (Simplified)**

What?

What first?

### **Product Manager in Context**



### **Two Sides of Product Management**

## 1. Strategic product management

- Focuses on assessing and defining the opportunity
- Responsible for the Marketing Requirements Document

## 2. Technical product management

- Focuses on defining the product and its features
- Responsible for the Product Requirements Document

### **Example Processes and Artifacts**

Processes	Artifacts
Opportunity Assessment	Marketing Requirements Document (MRD)
Product Specification	Product Requirements Document (PRD)
Product Roadmapping	Internal Product Roadmap External Product Roadmap
Release Planning	Release Plan

### **Marketing Requirements Document (MRD)**

- **Basic product idea**
- Market and competition
- **Product architecture**
- Organizational planning

#### [M06]

#### Sample Marketing Requirements Document (MRD)

Author/Owner: Rich Mironov, rich@mironov.com

Version/Date: v3.1, 15-March-2006

#### Abstract:

This product release, code-named "Babylon-6," addresses three top requirements. In order, they are [1] meeting the emerging market need for teleportation, [2] boosting internal quality and supportability through telepathic diagnostics, and [3] increasing networking price-performance. All three are required for successful release and launch, which is planned for next Wednesday.

In addition, a wide variety of other improvements and extensions have been identified. None of these are defined as gating items for the release, so may be postponed if they threaten timeliness or functionality of the release.

Revision History (example)

- V1.0 First draft for comment, 01-Jan-2001
- V1.5 Incorporating feature order, 18-Sept-2001
- V2.0 Coordinated with feature sizing from Development, 22-Mar-2002
- V2.1 Revised based on initial alpha tests (liability concerns from Corporate Legal), 15-Apr-2003
- V3.0 Redefined for use only on inanimate objects and cargo due to slight side effects, 20-Jun-2004
- V3.1 Updated links and website information, 15-March-2006

© 1996-2006, Rich Mironov

#### Table of Contents

1.0 St	trategy and Overview
1.1	Goals and Objectives
	Strategic Road Map
1.3	Customer Categories (User Profiles or Personas)
1.4	Competitive Strengths and Weaknesses
1.5	External Positioning
1.6	Microsoft
	usiness Model
2.1	Value Proposition
	Market Segment
2.3	Value Chain Structure
2.4	Cost Structure.
2.5	Position within the Value Network
	Competitive Strategy
	ffected Groups
	Development
3.2	Marketing & Sales
	Support
	Operations
3.5	Sales
	Legal
	=

4.0 Bill of Materials	7
4.1 Transporter Server	7
4.2 Transporter Console/GUI	7
4.3 Sound Generator	7
4.4 Demographic Upsell Module (DUM)	7
5.0 Internally Committed Requirements	7
5.1 Elimination of Top 5 High-Priority Bugs	8
5.2 Internal Performance Improvements	8
5.3 Backward Compatibility	8
5.4 Next-Generation Architectural Changes	8
5.5 Platforms and Protocols	
5.6 End-of-Life for Older Versions	9
5.7 Uptime and Quality of Service	9
6.0 Externally Committed Requirements	
6.1 Molecular Transmittal	
6.2 Voice-Activated Debug Mode	9
6.3 Broad Performance Improvement	10
6.4 Auto-Upgrade Feature	10
6.5 Benchmarks	
6.6 Metering Support for ASP Model	10
7.0 Highly Desirable Requirements	10
7.1 Status Indicators	10
8.0 Future Requirements	
8.1 Undo/Redo	
9.0 Features Not Being Implemented	11

#### 1.0 Strategy and Overview

#### 1.1 Goals and Objectives

{A short, easily measured objective echoed from top page.}

This product release, code-named "Babylon-6," addresses three top requirements. In order, they are [1] meeting the emerging market need for teleportation, [2] boosting internal quality and supportability through telepathic diagnostics, and [3] increasing networking price-performance. All three are required for successful release and launch, which is planned for next Wednesday.

In addition, a wide variety of other improvements and extensions have been identified. None of these are defined as gating items for the release, so may be postponed if they threaten timeliness or functionality of the release.

#### 1.2 Strategic Road Map

This project is part of the company's overall plan to penetrate financial and supply chain accounts in North America, where early adopters for futuristic capabilities tend to collect. In addition, it helps us in our core decision support base, which has been waiting for performance improvements to move very large files among planetary systems. Non-Earth customers are a secondary target for the company, and this product.

### **Product Requirements Document (PRD)**

- 1. Functional Specification
- 2. Technical Specification
- 3. Whole Product Package

# Web Accessibility in WebMail Corporate Edition Product Requirements Document

Document ID	
Version	Version 1.1
URL	
Originator	Matt Anderson
Approval Date	
Status	Draft

#### ModificationHistory:

Version	Date	Author	Description
1.0	07/30/07	Matt Anderson	Initial Version
1.1	8/31	Larry Herman	cleanup

#### TABLE OF CONTENTS

	TABLE OF CONTENTS	2
1	. INTRODUCTION	4
	1.1. DEFINITIONS, ACRONYMS AND ABBREVIATIONS	4
	1.2. LOCATION OF DOCUMENT	5
	1.3. TARGET AUDIENCE	6
	1.4. SIGNOFF	6

2. REFERENCES AND RELATED DOCUMENTS	7
2.1. EXISTING FEATURE ENHANCEMENTS AND BUGS	7
2.2. INTERNAL REFERENCES AND RELATED DOCUMENTS	7
2.3. EXTERNAL REFERENCES AND RELATED DOCUMENTS	7
3. ASSUMPTIONS AND CONSTRAINTS	8
3.1. Assumptions	8
3.2. HARDWARE CONSTRAINTS	8
3.3. SOFTWARE CONSTRAINTS	8
4. OVERVIEW	9
4.1. FEATURE DESCRIPTION:	9
4.2. BUSINESS NEED:	9
4.3. TECHNICAL CHALLENGES/ISSUES	10
5. REQUIREMENTS	11
5.1. SPECIFIC FUNCTIONS AND FEATURES	11
5.2. LOCALIZATION REQUIREMENTS	21
6. DOCUMENTATION	22
6.1. ADMINISTRATIVE DOCUMENTATION	22
6.2. PROTOCOL DOCUMENTATION	22
6.3. END-USER DOCUMENTATION.	22

#### 1. Introduction

ADA

OMirapoint Inc. 2007

#### 1.1. Definitions, Acronyms and Abbreviations

The Americans with Disabilitie
26 1000 the Americans with Di

Definition

The Americans with Disabilities Act - Signed into law on July 26 1990, the Americans with Disabilities Act is a wide-ranging legislation intended to make American Society more accessible to people with disabilities.

[E12]

#### **EPRI**

#### Planning Document

#### Software Requirements Document (SRD)

#### Sample Template

#### Instructions:

- Please elaborate on each subject. You may use your own document(s) instead of this sample template.
- . If a topic is not applicable to your software, please enter "Not Applicable."
- · Please submit this document with the Beta software submittal at the latest.

Software Name:	Revision #:	
Author:		
Date:		
Revision History:	Date:	

### Software Requirements Document (SRD) Sample Template

1.0 Introduction
2.0 Team Members
3.0 Assumptions, Constraints, Schedule and Design1
1.1 Assumptions
1.2 Constraints
1.3 Schedule
1.4 Design
4.0 General System Description
1.5 System Context
1.6 System Environments and Modes3
1.7 User Characteristics
1.8 Operational Scenarios
5.5 Standards, Procedures, and Processes Used in this Project3
5.0 Functional Requirements
6.0 Interface Requirements4
7.0 Data Management4
8.0 Non-Functional / Operational Requirements4
1.9 Security, Availability, Reliability, Recoverability and Business Continuity4
1.10 Maintenance and Support4
1.11 Performance, Capacity and Scalability4
1.12 Technical Reviews, Audits, and Walk-Through5
9.0 Training
10.0 SQA Requirements5
1.13 Quality Plan5
1.14 Test Plan5
1.15 Testing Schedule:
1.16 Documentation Plan6
1.17 Delivery, Installation, and Acceptance6
11.0 Appendices6

### **Video From "The Pentagon Wars" [1]**

## The New Bradley Design

(Ten years in the life of a project manager)

### **Video Lessons**

- Multiple stakeholders
  - Bargaining leads to suboptimal results
- Meddling stakeholders
  - Intervening in the tank design process
- Unclear market
  - From US military to foreign markets
- Cost explosion
  - With changing requirements, costs explode

- Inconsistent requirements
  - From fast and small to big with firepower
- Changing requirements
  - Lack of focus invalidates prior work
- Feature creep
  - From troop carrier to tank

## 2. Engineering Management

### **Engineering Management**

**Engineering management** is the **manage-ment**<sup>[1]</sup> of a company's **product develop-ment process** [along the **product life-cycle**] [across a **product portfolio**]. [DR]

### **Engineering Management (Simplified)**

Who?

By when?

### **Engineering Manager in Context**

PM:

EM:

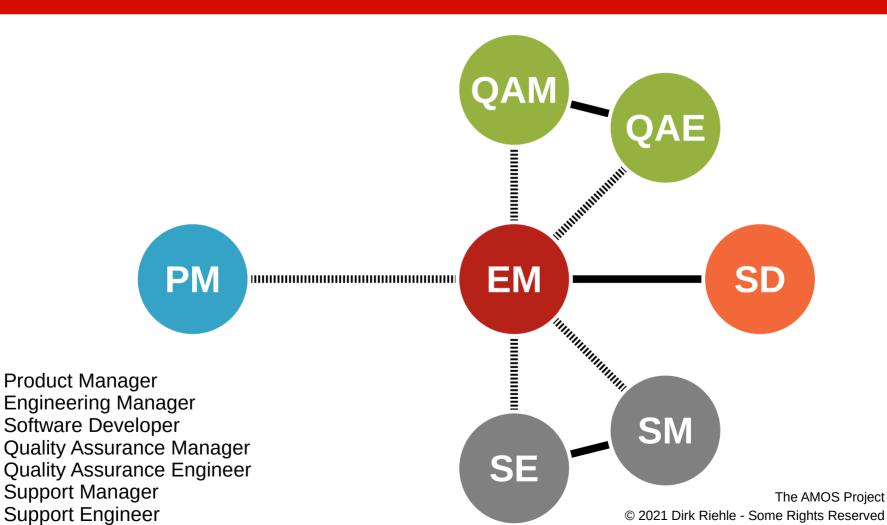
SD:

QAM:

QAE:

SM:

SE:



22

### **Example Processes and Artifacts**

Processes	Artifacts
Release Planning	Release Plan
Resource Allocation	Project Plan Task Board
Outsourcing	Budget Project Plan
Project Retrospective	Note Book

## 3. Software Development

### **Software Development**

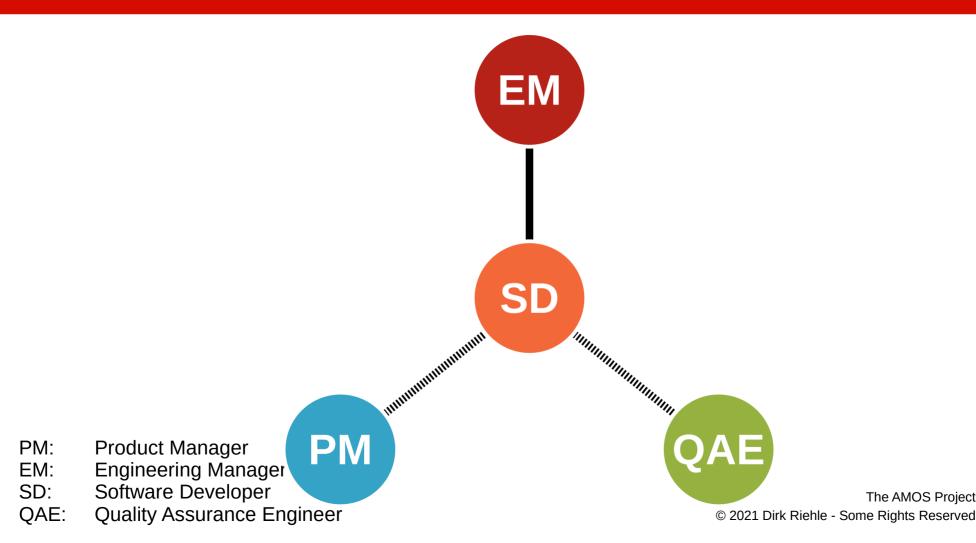
**Software development (programming)** is the process of turning product requirements into working software. [DR]

### **Software Development (Simplified)**

How?

**How fast?** 

### **Software Developer in Context**



The AMOS Project

### **Processes and Artifacts**

Processes	Artifacts
Effort Estimation	Release Plan
Programming	Source Code

## 4. Quality Assurance

### **Quality Assurance**

Quality assurance is the process of assuring that the software being developed has a defined quality.

[DR]

### **Quality Assurance (Simplified)**

Releasable?

**Good enough?** 

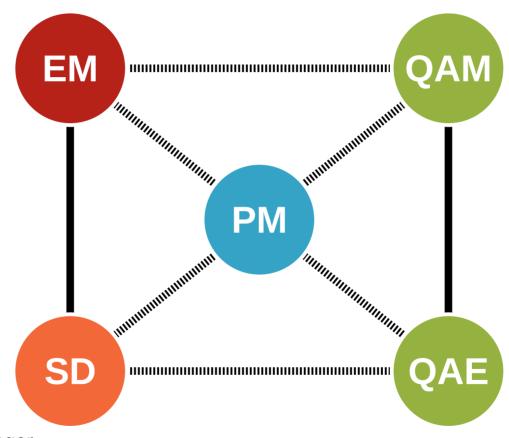
### Quality

The quality of a software system is the degree to which it conforms to its stakeholders' expectations. [DR]

### **Stakeholders and Expectations**

- Product management
  - Functional requirements
  - Non-functional requirements
- Engineering management
  - Product quality
  - Maintainability and evolution
- Support and operations
  - Operations costs, usability
  - Non-functional requirements

### **Quality Assurance in Context**



PM: Product Manager

EM: Engineering Manager

SD: Software Developer

QAM: Quality Assurance Manager

QAE: Quality Assurance Engineer

### **Processes and Artifacts**

Processes	Artifacts
Automated Test Design and Implementation	Test Plan Test Code
Manual Test Design and Implementation	Test Plan Test Script
Release Sign-off	Email
Release Packaging	Software Release

### **Quiz on Organizational Issues**

- 1. Where in the organizational chart to put product management?
  - a) Sales and marketing
  - b) Engineering
  - c) Stand-alone
- 2. Where in the organizational chart to put quality assurance?
  - a) Engineering
  - b) Product management
  - c) Stand-alone

### Review / Summary of Session

- Key functions and roles in software engineering
  - Product management
  - Engineering management
  - Software development
  - Quality assurance
- Describing process models

# Thank you! Questions?

dirk.riehle@fau.de - https://oss.cs.fau.de

dirk@riehle.org – https://dirkriehle.com – @dirkriehle

### **Legal Notices**

- License
  - Licensed under the CC BY 4.0 International license
- Copyright
  - © 2010-2021 Dirk Riehle, some rights reserved