

# Software Engineering for Business Applications

## Lecture Notes

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# 1 IT Support for Business Applications

## 1.1 Classification of Business Applications

- **Definition "Business Application":**
  - in narrower sense: totality of all programs, i.e. **application software**, and associated **data** for a concrete business use case
  - in broader sense: additionally **hardware**, **system software** and necessary **communication** facilities required for the use of application software
- **Two roles of Business Applications:**
  - **supporting, improving or automating** existing operational processes in bookkeeping, accounting, etc. (size, speed, correctness...)
  - **enabling** new products and services (e.g. online shopping and banking)
- **Classification of Business Applications by Business Purpose:**



### Examples of

- **administrative systems:** financial accounting, payroll accounting, administration of stocks
  - **disposition systems:** calculation and cost accounting, material procurement, field service control
  - **management information systems (MIS):** use of internal company data, use of external data, combination of multiple data sources in a flexible form
  - **planning systems:** planning of individual functional areas, integrated planning of several functional areas, corporate planning
- **Cross-Cutting Applications:**
    - independent of company hierarchy and functional domains
    - used either directly via user interface or programmatically via administration and disposition systems
    - *Examples:* office suites, groupware, workflow management systems

- **Enterprise Resource Planning (ERP): ERP system** is an integrated business application (suite, collection of programs), which supports all essential functions of administration, disposition and management with a common interface and a shared and integrated data management.  


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  - consists of platform and function-oriented application components that exchange info and events
  - is realized as (customizable) standard software
  - *Examples:* external accounting, controlling, procurement
  - Today's ERP systems support an **extended value chain**<sup>1</sup>.

## 1.2 Standard and Custom Software

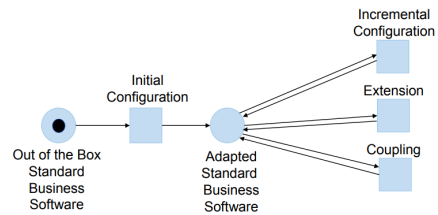
- **Standard Software vs. Custom Software:**
  - **Standard software** (*e.g. SAP*)
    - \* developed for specific **market**
    - \* distributed by a software house
    - \* can be used by **several companies**
    - \* implements "standard business processes" at its core
    - \* maintained by **manufacturer**, adapted to changes
    - \* must or can be **customized** to company (e.g. authorizations and roles, currencies)
  - **Custom software**
    - \* specifically developed for **one company**
    - \* tailored to specific business processes/requirements
    - \* result of a project for a known client
    - \* **individually** maintained and adapted to changes

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<sup>1</sup>**Value chain** is a business model that describes the full range of activities needed to create a product or service.

- **Adaptation Techniques for Standard Business Software:**

- Adaptation of operational standard software can be divided into **Configuration, Extension and Coupling (= Customizing)**.



- **Configuration** describes functionalities and techniques
  - \* that are obligatory on first deployment
  - \* that allow to define predefined settings
  - \* that lead to an individual variation of standard software
- **Extension** describes functionalities and techniques
  - \* that are optional for productive use
  - \* that allow to map requirements not foreseen by manufacturer
  - \* implemented by manufacturer to expand the range of services
- **Coupling** refers to functionalities and techniques
  - \* to connect external systems of other manufacturers
  - \* to connect external systems of the same type
  - \* that are predefined in the form of data file formats, APIs, or communication protocols
- *Example:* mapping the structure of a company to SAP applications via organizational units (can be assigned to single or multiple apps)

- **Configuration: Challenges**

- A **standard software** must
  - \* provide all relevant configuration options
  - \* support a wide range of different corporate structures and processes
  - \* check dependencies between these many variants
  - \* provide appropriate documentation about the effects of individual configurations
- **Consequences:**
  - \* need for experts who are familiar with configuration options of each release and component
  - \* scarcity of such experts

- \* expensive training
  - \* expensive consultancy services
- **Examples for Extensions:**
  - automation of **multi-step business workflows**
  - integration of company-specific calculations/rules/checks
  - connecting customers
- **Coupling Options:**
  - different coupling options depending on the scenario
  - programming language used for coupling
  - available mechanisms to couple
- **Multi Tenancy:** Software multitenancy is a software architecture in which a single instance of software runs on a server and serves multiple tenants (e.g. companies).
  - several companies can be represented in one system
  - distinction between tenant-dependent and -independent data
  - supporting tenant-dependent authorization (e.g. A may only perform transactions in client 002)
  - individual adaptations of tenants (e.g. currency, couplings)
- **Multilingualism:**
  - **Multilingualism of a business information system** makes it possible to
    - \* store and display texts in different languages in the system
    - \* assigning graphics and symbols specific to different languages
  - Multilingualism requires
    - \* that one system can process all relevant character sets at once
    - \* storage and recognition of words, numbers etc.
    - \* that a system can assign users to languages or user can choose their own
    - \* that texts (graphics, symbols) can be assigned to a language
- **Localization (l10n):** Adaptation of a software product to meet the language, culture, and other requirements of each locale (e.g. adaptation of graphics, currencies, date and time)
- **Internationalization (i18n):** Process of preparing a software-based product for localization (to support global markets)

### 1.3 Characteristics of Business Applications

- **Multiple Stakeholders and changing requirements:**
  - **Requirements Elicitation and Requirements Management**
    - \* many stakeholders, different views and concerns
    - \* Waterfall: upfront requirements document and/or technical specification => Req. Documentation
    - \* Issue: changing requirements once IT support is implemented
    - \* Agile: incremental and iterative => Agile Req. Engineering
    - \* typically, very large number of requirements
    - \* need for formalization and early consistency checking => Conceptual Modeling
    - \* need for cost and time prediction => Software Estimation
  - **Programming Challenges**
    - \* design, implement and test changes in an existing complex system => Change Mgmt.
    - \* deliver incremental changes without invalidating existing data => Release Mgmt.
    - \* parallel development at manufacturer and at customer site => Version Mgmt.
    - \* automated and quality-controlled assembly of application software => Build Mgmt.
- **Persistent Data and Concurrent Data Modification:**
  - **Data consistency** is a must:
    - \* many users perform **transactions** simultaneously on central databases
    - \* data must not be lost even in case of system failures.
  - **Programming challenges:**
    - \* database is managed by an independent application, on a different server / hardware
    - \* object orientation is not supported by common data bases
    - \* database concepts must be transferred to the application logic (transactions, rights, primary keys)
- **Distributed Actors and Data Repositories:**
  - **Many users access central data concurrently:**
    - \* users need data in different locations at different times
    - \* Client-Server architecture => Layered Architectures
    - \* web clients => REST protocol
  - **Programming challenges:**

- \* software components must be able to find in network => Naming services
- \* communication always via a network => Serialization<sup>2</sup> & failed execution
- \* authentication and authorization => Security
- \* concurrent accesses => Transactions
- **Integration of Data and Application from (Semi-)Autonomous Sources:**
  - **Separation of applications and data repositories:**
    - \* multiple apps work on independent or shared data resources
    - \* multiple apps communicate with each other => RPC, Message Passing
    - \* business processes involve multiple apps => Workflow Mgmt. Systems
    - \* application landscapes with lots of interacting applications => Enterprise Architecture Mgmt.
  - **Programming challenges:**
    - \* integration of multiple languages and databases
    - \* loose coupling through interfaces to avoid code change propagation
    - \* error recovery to avoid runtime failure propagation
- **Scalability:**
  - **Growing number of users and data volume**
    - \* business apps are used by thousands of employees world-wide around the clock
    - \* customers and business partners interact directly with business apps and expect real-time sub-second response times
    - \* volatile load (e.g. online shop in christmas season vs. summer season)
  - **Programming challenges:**
    - \* delayed execution of resource-intensive operations => Batch processing<sup>3</sup>
    - \* dynamically increasing/decreasing number of users => Instance pools
    - \* single server cannot handle the load => Load balancing, Caching

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<sup>2</sup>**Serialization** is the process of translating a data structure into a format that can be stored or transmitted and reconstructed later.

<sup>3</sup>**Batch processing** is when a computer processes a number of tasks that it has collected in a group. It is designed to be a completely automated process, without human intervention.

## 2 Requirements Engineering

- **Software requirements** express the needs and constraints placed on a software product.
- **Requirements engineering** is concerned with **elicitation**, **analysis**, **specification** and **validation** of software requirements as well as the management of requirements.
- **Requirements Management** deals with the administration and maintenance of requirements documents, in particular:
  - change requirements (change management)
  - trace and link requirements (requirements tracing)
  - verify requirements

### 2.1 Traditional Requirements Engineering

- **Objectives of Requirements Management:**
  - **Efficient** preparation of **high quality** requirements and system specifications,
    - \* coordinated with all stakeholders (different objectives and interests)
    - \* coordinated with all specifications and constraints
    - \* evaluated according to profitability and feasibility
  - **Specification documents** are basis for:
    - \* contract negotiation and contractual agreements
    - \* coordination between the stakeholders (customers, developers)
    - \* design, realization, integration
    - \* software acceptance (test specification)
    - \* future developments, projects
- **Requirement Classification:** Distinction between functional and non-functional requirements and constraints:
  - **Functional requirements** describe interactions between the system and its environment independent of their realization.
  - **Non-functional requirements** describe general properties of the system.
  - **Restrictions (Constraints)** determine the solution space for the realization.
- **Stakeholder Management:** It includes



- processes required to identify people that could impact or be impacted by the project
- to analyze stakeholder expectations and their impact on the project
- to develop appropriate management strategies for effectively engaging stakeholders in project decisions and execution
- **Requirement Specification:**
  - technical result document of requirement identification phase
  - **contains** stakeholder identification, functional and non-functional requirements, constraints, evaluation plan and metrics
  - list of all deliverables and services to be fulfilled by contractor within contract as defined by customer
  - **what** is to expect from the solution (product)
  - formulation of requirements should be as general as possible and as restrictive as necessary
  - enables the contractor to develop optimal solutions
- **Requirements Validation: Validation, Consistency check** (no conflicts), **Completeness check, Reality check, Verifiability**
- **Functional Specification:**
  - defines the purpose of the system
  - solution proposal created by contractor based on the requirement specification provided by client
  - **contains** target determination, product usage, environment (e.g. hardware), functions, UI, global test cases
  - system description or solution specification, which describes **how** the solutions is to be realized (concrete solution approaches)
  - the **what** from **requirement specification** is detailed

## 2.2 Agile Requirements Engineering

- **Requirements Engineering and Agile Software Development:**
  - **Agile software development** focuses more on **continuous collaboration** (workshops, interviews etc.) with stakeholders instead of relying on **specification documents** (*example: SCRUM*)
  - **Traditional requirements engineering**
    - \* focuses on customer collaboration mainly at an early phase of the project (longer change cycles)
    - \* emphasizes a heavy-weight process with extensive, **static specification documents**

- **Agile requirements engineering**
  - \* fosters communication with the customer during the whole development process to **continuously update requirements**
  - \* focuses less on extensive documentation, but specification documents **might be necessary** because of legal or contracting reasons etc.
  - \* includes activities and artifacts that are similar to classical requirements engineering activities
- **Typical Requirement Artifacts in Agile Software Development:**
  - user story, story card, use case, scenario, UML diagram, prototype
- **User Stories:**
  - explanation of a software feature written from the perspective of the end user
  - most frequently used artifact in **agile software development**
  - mnemonic for writing good user stories: INVEST<sup>4</sup>
- **Typical Requirements Engineering Challenges:**
  - different interest groups can raise **conflicting requirements**
  - the people who **pay** for the system are rarely the ones who **use** it
  - the organization and the technical environment may **change** after the system rollout
  - requirements that change during implementation (Change Requests) can lead to additional costs -> project duration/milestones can be affected significantly

### 3 Conceptual Modeling with UML

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<sup>4</sup>independent, negotiable, valuable, estimable, small, testable