

YZM2021

Principles of Software Engineering

Week 1: Introduction to Software Engineering

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Date: 30.09.2025

Course Overview

What Will We Learn?

- Software Engineering Principles and best practices
- Software Development Process models
- Requirements Engineering and specification
- Software Design and architecture patterns
- Testing and Quality Assurance methodologies
- Project Management in software development
- Version Control and collaboration tools
- Software Ethics and professional responsibilities
- Modern Development Practices (DevOps, CI/CD)

Textbook

Ian Sommerville, Software Engineering (10th Edition)

Course Project

Find an idea, prepare documentation, build and deploy

- 5 deliverables throughout semester
- Technology stack of your choice
- Topic of your choice
- Team Work

Course Policies

Lecture Format

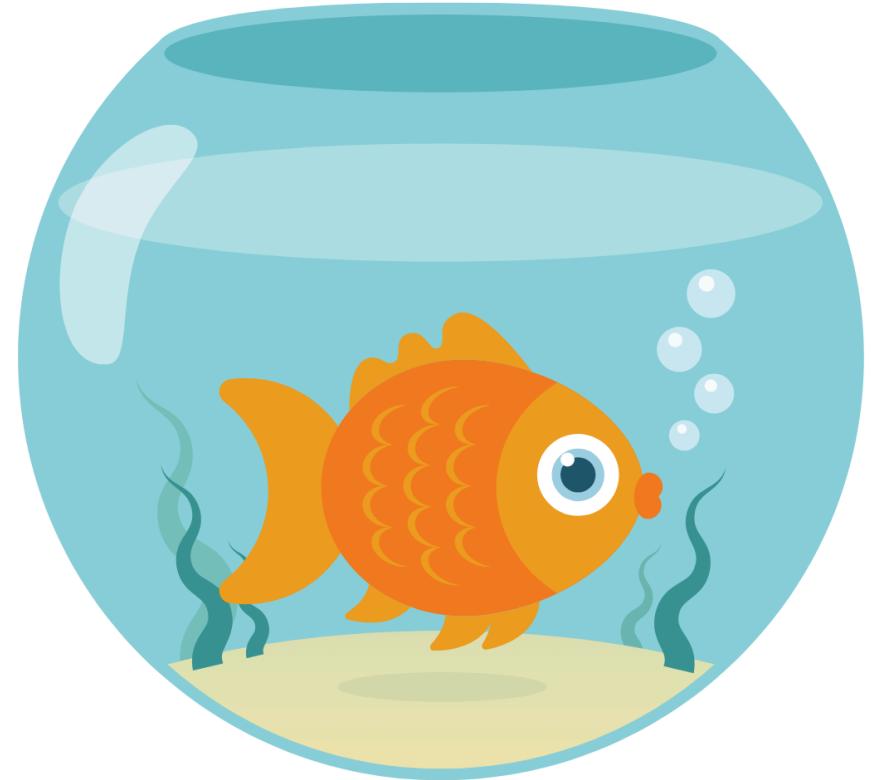
🍅 Pomodoro Lectures:

- 20-minute sessions followed by 5-minute breaks
- During breaks: stretch, chat, check phones, or step out - completely **your choice**
- **Why?** We all have attention span of a goldfish

Attendance Philosophy

No attendance tracking - You're adults making your own educational choices

- Feel free to leave if the class isn't serving you that day
- No explanations needed, no penalties
- Your presence should be **by choice, not obligation**



Grading

Assessment

- Project: 40%
- Midterm: 25%
- Final Exam: 35%

Assessment Approach

All exams are open-book:

- Internet access allowed
- LLM tools (ChatGPT, Claude, etc.) permitted
- Course materials and notes encouraged
- **Focus:** Problem-solving ability, not memorization

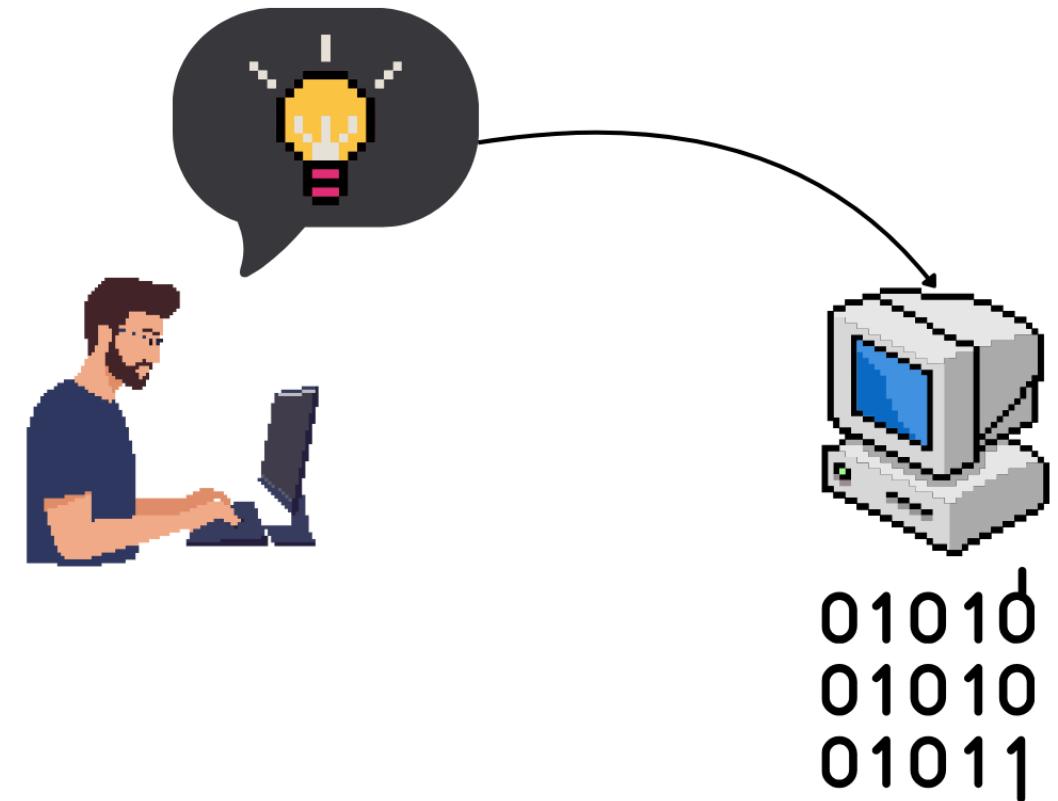




What is Software ?

What is Software?

- Translation of your thoughts for the machine to execute
- Abstract and intangible
- Not constrained by the properties of materials, governed by physical laws, or by manufacturing processes
- Imagination is the limit (sort of)
- Deterministic



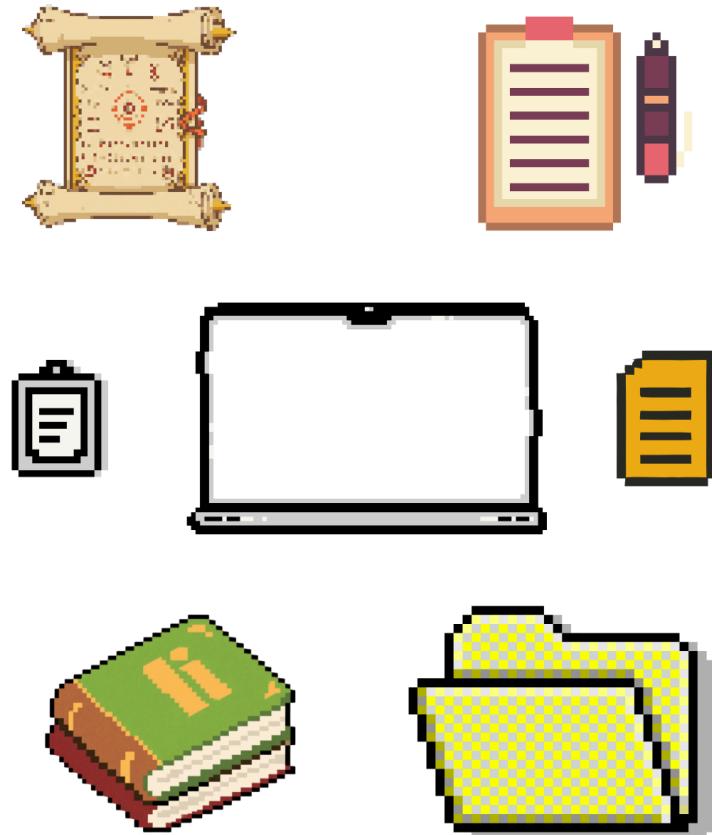


What is Software Engineering ?

What is Software Engineering?

"Software engineering is an engineering discipline that is concerned with all aspects of software production from the early stages of system specification through to maintaining the system after it has gone into use."

— Ian Sommerville



Software vs. Software Engineering

Software

- The tool
- Delivers features to users
- Measured by correctness and usability
- Snapshot at a point in time

Software Engineering

- The way of building and maintaining
- Requirements → Design → Implementation → Validation
- Measured by quality, maintainability, cost, risk
- Collaboration, standards, reviews, automation

Software is the product; Software Engineering is how we build and maintain it

Software

The screenshot shows a messaging application interface. The left sidebar is dark purple with white text. It displays the company name "Acme Inc." with a dropdown arrow, a circular edit icon, a "Channels" section with a plus sign, and three channels: "# announcements", "# design-team" (which is selected, indicated by a blue background and a red notification badge with the number 1), and "# annual-planning". Below these is a "Direct messages" section with a plus sign. The main area is light gray and titled "# design-team ☆". It shows a message from "Arcadio Buendia" at 9:11 AM and a message from "Harry Boone" at 10:13 AM. Both messages have a red download icon and a red progress bar below them. At the bottom of the main area is a large, rounded rectangular button with a red download icon.

Acme Inc. ▾

Channels +

announcements

design-team 1

annual-planning

► Direct messages +

Search Acme Inc

?

Acme Inc. ▾

design-team ☆

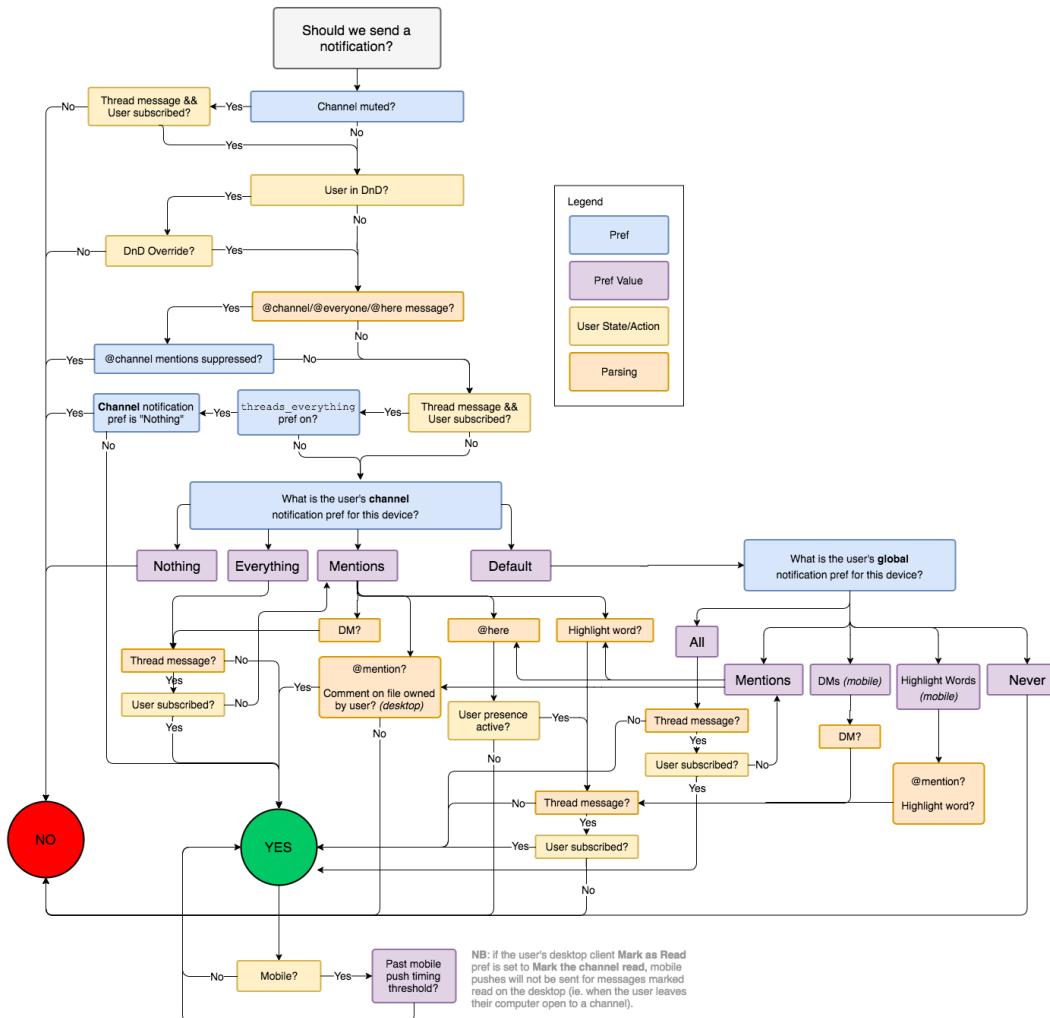
1 all things design 🎨

Arcadio Buendia 9:11 AM

Harry Boone 10:13 AM

10

Software Engineering



Types of Software

System Software

- Operating systems, compilers, drivers
- Support other software programs

Application Software

- Word processors, games, business applications
- Solve specific user problems

Engineering/Scientific Software

- CAD systems, simulation software
- Process large amounts of numerical data

Embedded Software

- Software within hardware systems
- Automotive, medical devices, IoT

Web Applications

- Browser-based applications
- E-commerce, social media, cloud services

Mobile Applications

- Smartphone and tablet apps
- Native, hybrid, and web-based apps

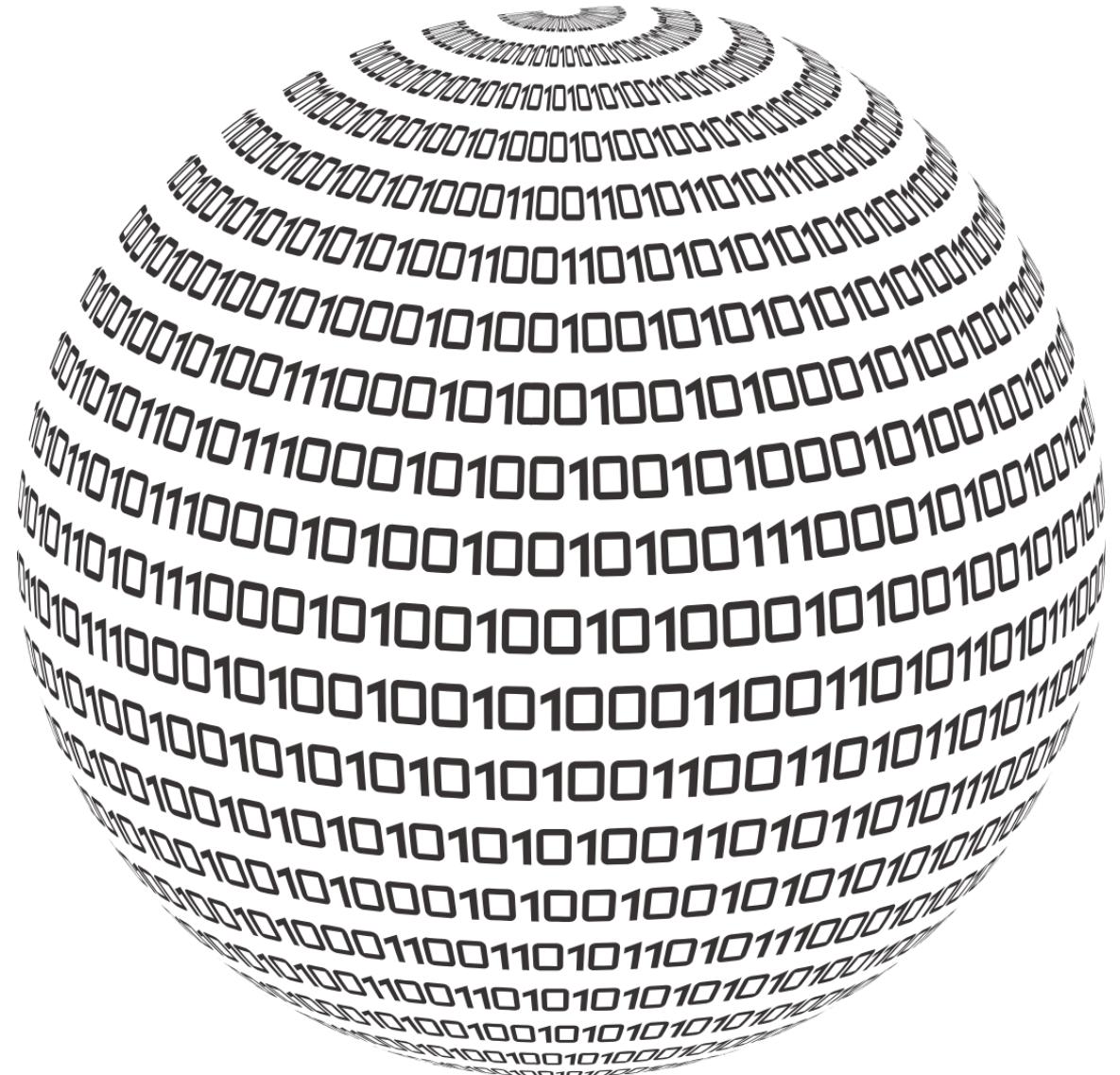
We Can't Run the Modern World Without Software

Critical Infrastructure

- National utilities and power grids
- Financial systems and banking
- Transportation and logistics
- Healthcare and medical devices

Entertainment & Communication

- Internet and telecommunications
- Music, games, film industry
- Social media platforms
- Mobile applications
- This lecture



Software Engineering Challenge

How to put the box around a non-existent thing?

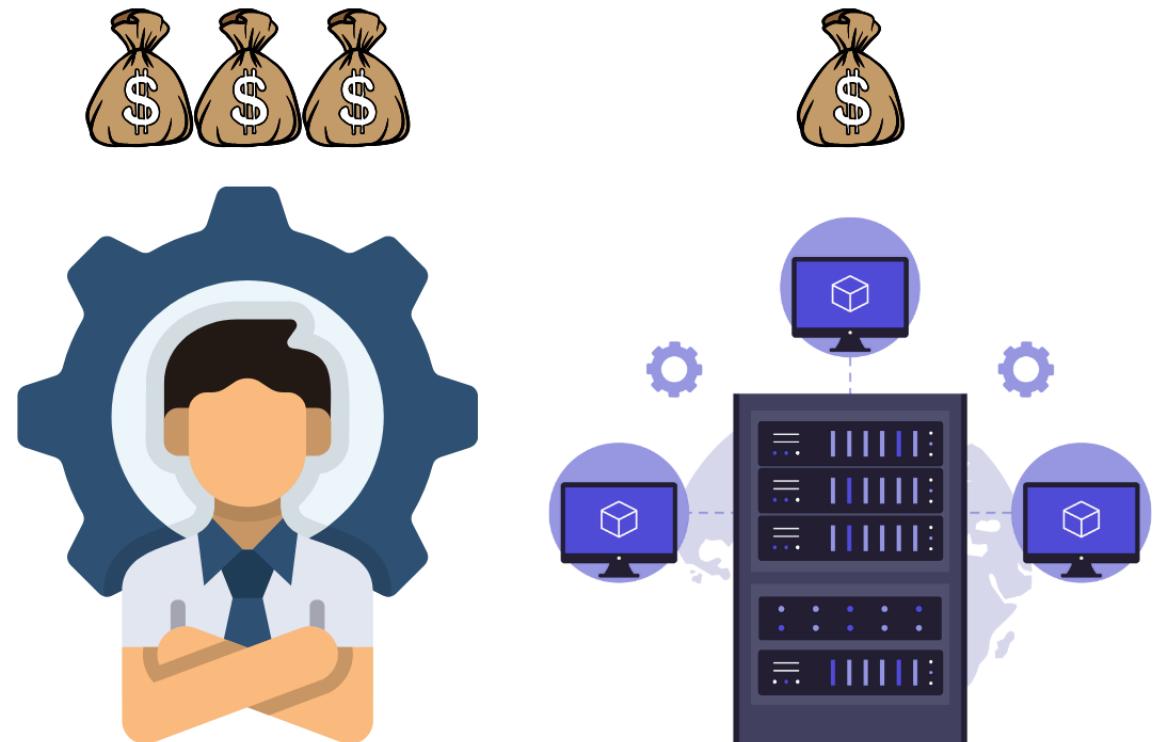
- No physical constraints
- Unlimited potential complexity
- Difficult to understand and change
- Expensive to modify

Different Systems, Different Approaches

- **Embedded systems vs Information systems**
- **Scientific instruments vs Computer games**
- **Each requires different techniques**

Software Engineering Challenges

- Fast delivery requirements
- Large and complex systems
- Fast changing capabilities
- No fits-to-all method
- Large and international teams
- Everybody brings their own decisions
- Developer time is more expensive than computing time



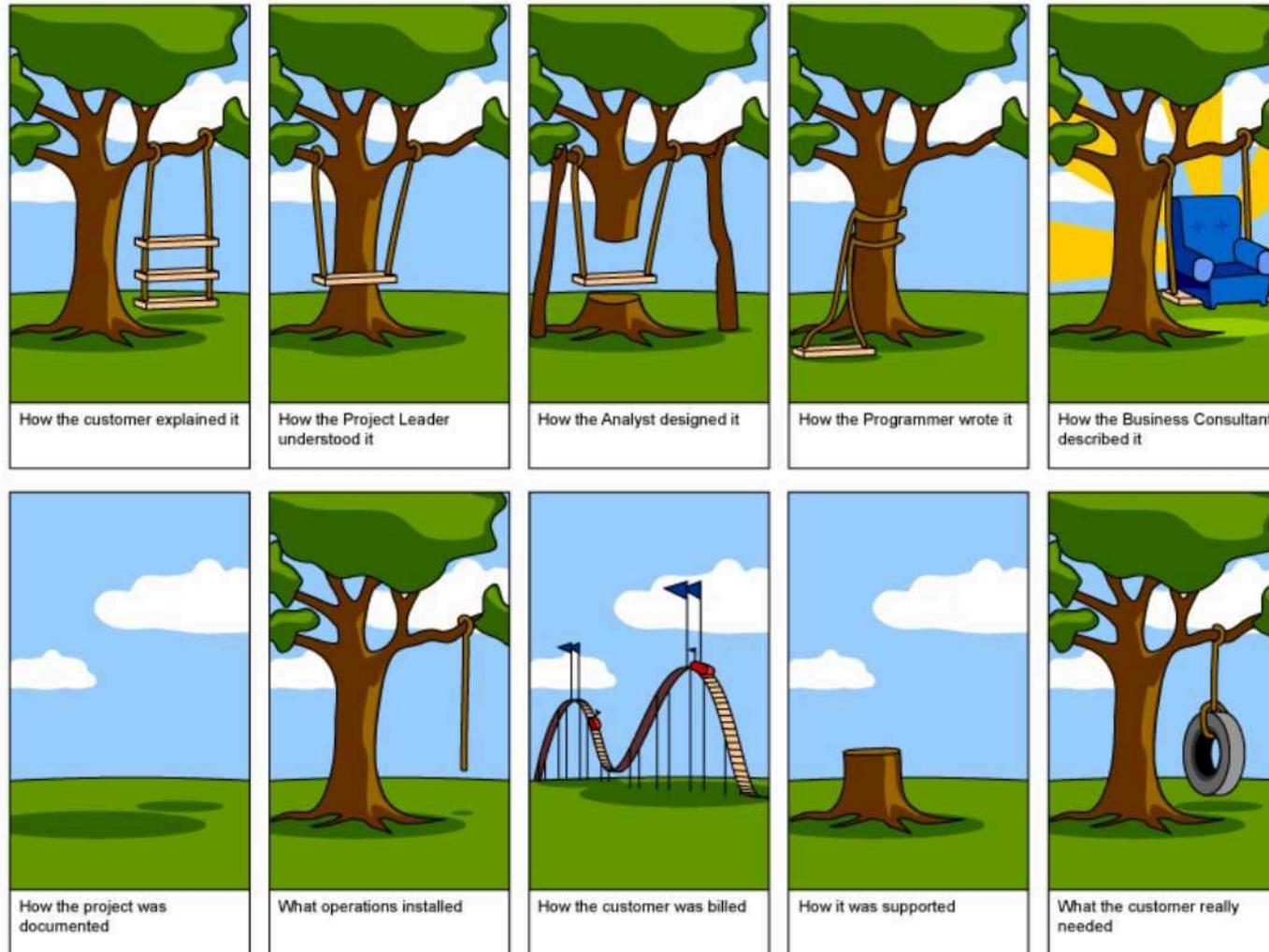
User Expectations

Your software won't be used as you designed



Developer Expectations

Your feature won't be understood as you described





How to handle the human factor?

Why Do We Need Software Engineering Principles?

Scenario 1: Working Alone

```
# Personal project, quick and gets the job done
def calculate_grade(score):
    if score > 90: return "A"
    elif score > 80: return "B"
    # ... works for you, but what about others?
```

What happens when...

- Code grows to 10,000+ lines?
- You come back to it after 6 months?
- Someone else needs to understand it?

Scenario 2: Working in a Team

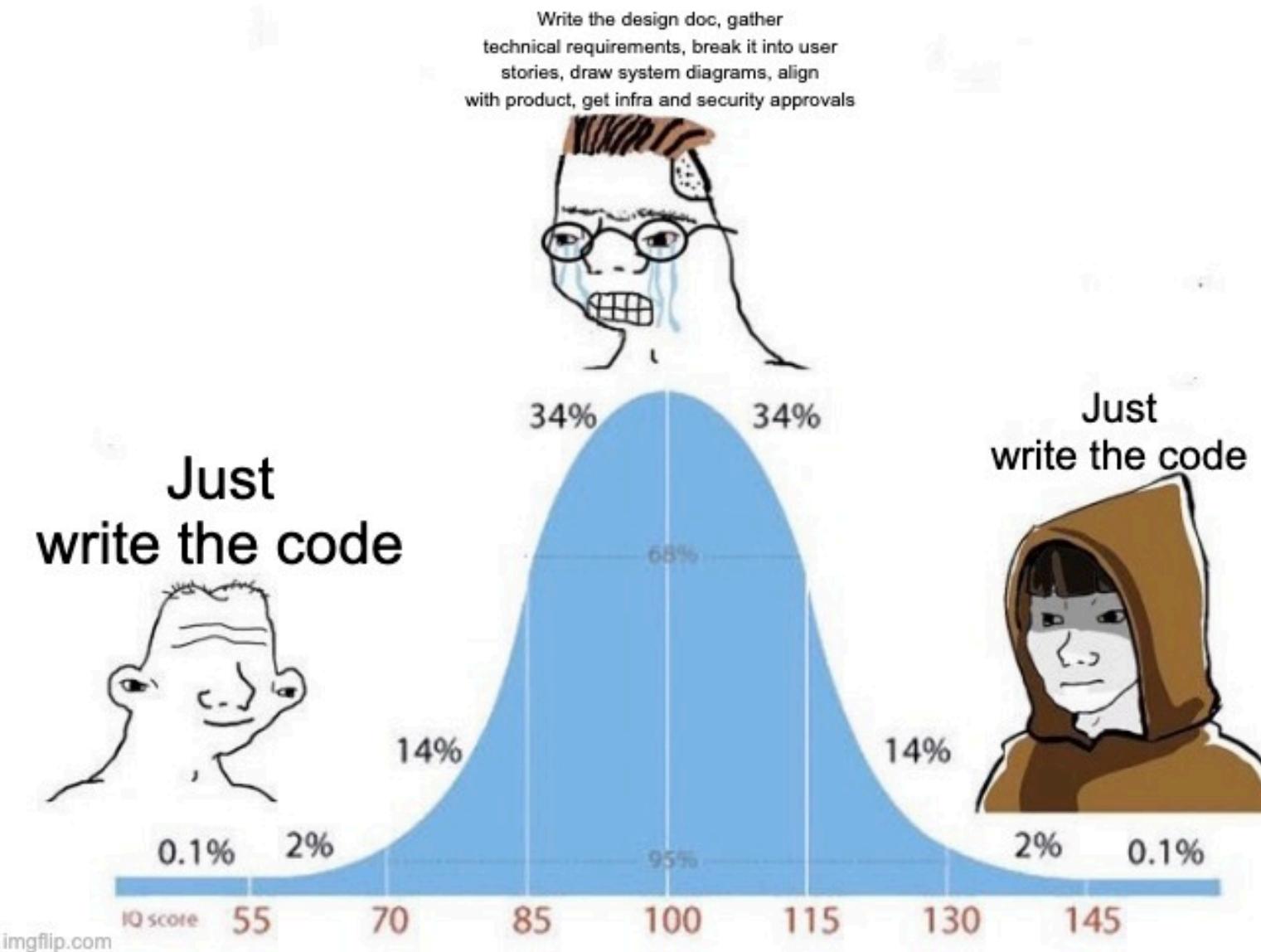
Without Principles:

- Everyone codes differently
- No shared understanding
- Integration nightmares
- "It works on my machine!"

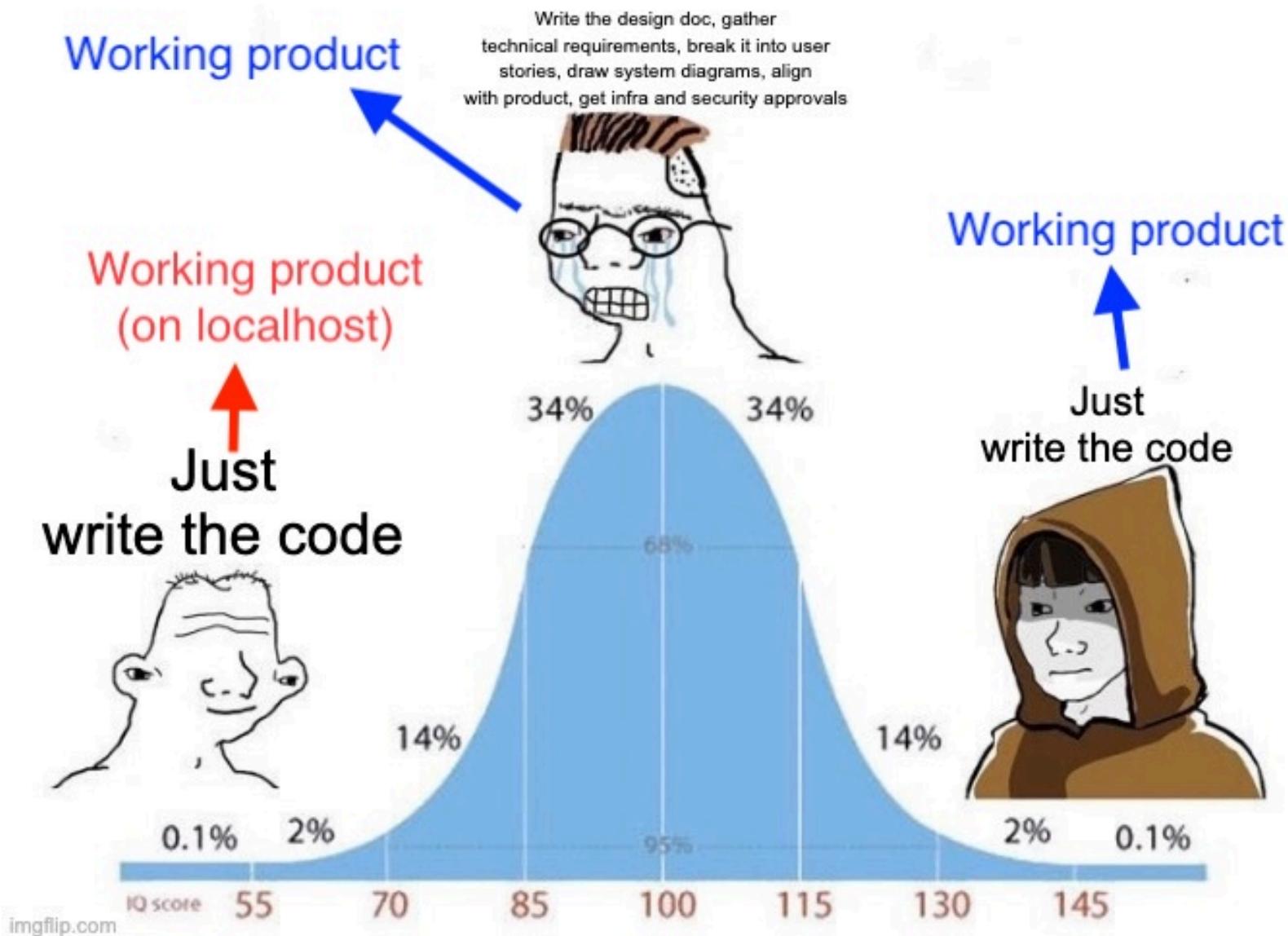
With Principles:

- Consistent coding standards
- Clear requirements
- Systematic processes
- Reliable, maintainable code

How much standardization we need?



How much standardization we need?



HR Cheatsheet

Is there a definite solution?

- What happens to the code when the developer leaves?
- What happens when the **product owner** wants a change?
- Can we handle future feature requests in timely manner?
- Do we start fast and worry about it later, or worry about it now and code it later?
- Is that what the **user** wants?
- Is that what the **product owner** wants?
- Is that technically feasible?
- Does the business focus on **CAPEX** or **OPEX** ?
- How do we ensure consistent progress?

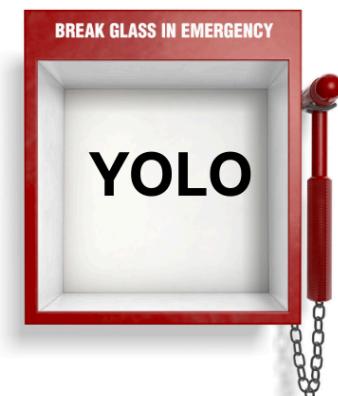
Every single project is *unique*, the key is **to understand and to adapt**



Do not hire, use AI agents instead



Hire, give time, get the working and maintainable product



Small Project vs. Large Project

Small Project (5 developers, 3 months)

- Direct communication within the team
- Change requirements anytime
- Short life-span, code can be replaced
- Rely on existing SDKs
- Simple architecture
- Manual testing

Enterprise Project (50 developers, 2 years)

- Multiple stakeholders, complex communication
- Changing requirements = major cost
- Long life-span, the software must be future-proof
- Abstraction everywhere
- Complex architecture with many integrations
- Systematic testing, quality assurance



Principles become critical as complexity grows!

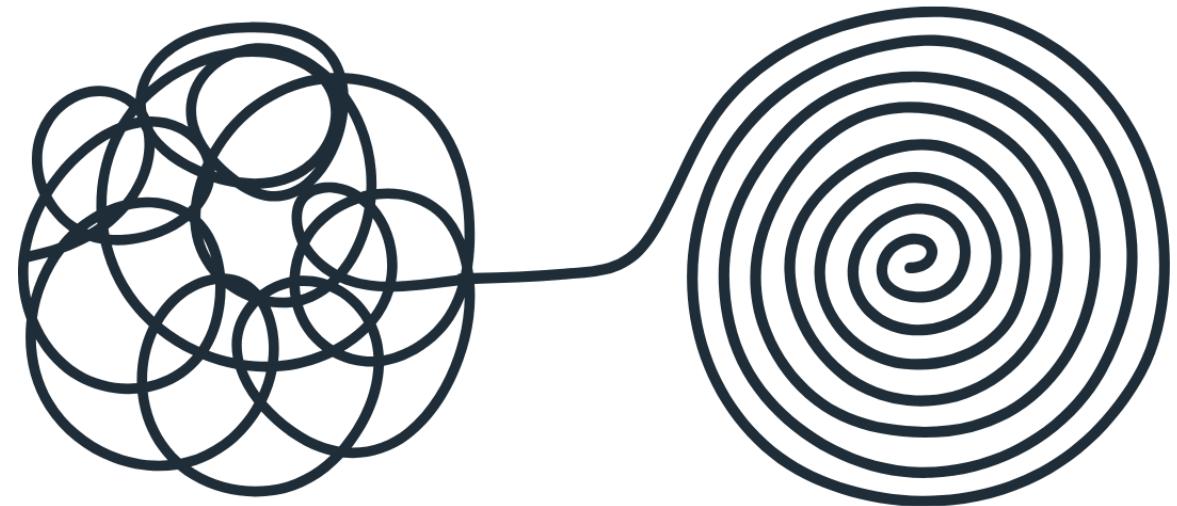
Why Software Engineering Matters

The Software Crisis

- Projects over budget and behind schedule
- Software that doesn't meet requirements
- Difficult to maintain and modify
- Poor quality and reliability
- Not understanding the requirements of the user

Software Engineering Solutions

- **Structured processes** and methodologies
- **Quality assurance** and testing
- **Project management** and planning
- **Documentation** and communication



How Do We Make Decisions in Software Engineering?

Every Decision Involves Trade-offs

Speed

- Fast Development
- High Performance
- Quick Deployment

Availability

- Uptime Reliability
- Scalability
- Fault Tolerance

Security

- Data Protection
- Access Control
- Vulnerability Prevention

The Reality

You can't optimize for all three simultaneously

- More security = slower development
- Higher availability = more complexity
- Faster development = potential quality compromises

It's 99% about the money

- Computing is cheap now (except GPUs)
- Each documentation costs developer time
- Each feature costs developer time
- Each optimization costs developer time
- That one last refactor will not boost sales
- Time is money



What could go wrong, it's just software?

Real-World Example: The \$125 Million Bug

NASA Mars Climate Orbiter (1999)

- **The Problem:** Unit conversion error
- **Root Cause:** One team used metric, another used imperial
- **No Requirements Verification:** Nobody checked the units
- **Result:** \$125 million spacecraft lost¹

What Could Have Prevented This?

- Clear Requirements Specification
- Interface Documentation
- Systematic Testing
- Code Reviews

Another Example: Therac-25

- Medical linear accelerator (1985-1987)
- Used for cancer treatment
- Software-controlled radiation therapy

What Went Wrong

- Race conditions in software
- Poor user interface design
- Inadequate testing
- No independent safety systems

Consequences

- 6 patients received massive overdoses
- 3 deaths, others seriously injured



Therac-25 Accidents: We Keep on Learning From Them -

<https://www.computer.org/csdl/magazine/co/2024/12/10754612/21TGZa5l79>

Lessons from NASA Orbiter and Therac-25

Software Engineering Principles Violated

1. Insufficient Testing

- No systematic testing of software
- Previous hardware interlocks removed

2. Poor Software Engineering Practices

- No formal requirements specification
- Inadequate documentation

3. Overconfidence in Software

- Removed hardware safety systems
- Assumed software was reliable

Software Engineering Fundamentals

1. Abstraction

- Hide unnecessary complexity
- Focus on essential features
- Multiple levels of abstraction

2. Modularity

- Divide system into manageable parts
- Each module has specific responsibility
- Promotes reusability and maintainability

3. Encapsulation

- Hide internal implementation details
- Provide well-defined interfaces
- Reduce coupling between components

4. Hierarchy

- Organize system in layers
- Higher levels use services of lower levels
- Examples: OSI model, software architecture layers

The Abstraction Ladder

From Hardware to High-Level Code

Hardware Level

- Transistors (0s and 1s)
- Logic Gates (AND, OR, NOT)
- CPU Instructions (MOV, ADD, JMP)

Low-Level Software

- Assembly Language (MOV AX, BX)
- Machine Code (10101010...)
- Operating System (System calls)

High-Level Software

- C/C++ (Pointers, memory management)
- Python/Java (Objects, garbage collection)
- Frameworks (React, Django, Spring)
- Applications (User interfaces, business logic)

The Power of Abstraction

Each layer hides complexity from the layer above, allowing us to build increasingly sophisticated systems.

Software Engineering Activities

1. Software Specification

- Define what the system should do
- Requirements gathering and analysis
- System and software requirements

2. Software Design and Implementation

- Define system organization
- Implement system as executable programs
- Programming and software construction

3. Software Validation

- Check system meets requirements
- Verification and validation (V&V)
- Testing at all levels

4. Software Update

- Modify system to meet changing needs
- Maintenance and enhancement
- Software continues to change throughout its lifetime

Software Process Models

What is a Software Process?

- Set of activities and results in software production
- Four fundamental activities:
 - i. **Specification** - what
 - ii. **Development** - how
 - iii. **Validation** - correct
 - iv. **Update** - change

Process Models

- Abstract representations of software processes
- Different models for different types of software

Key Software Process Models

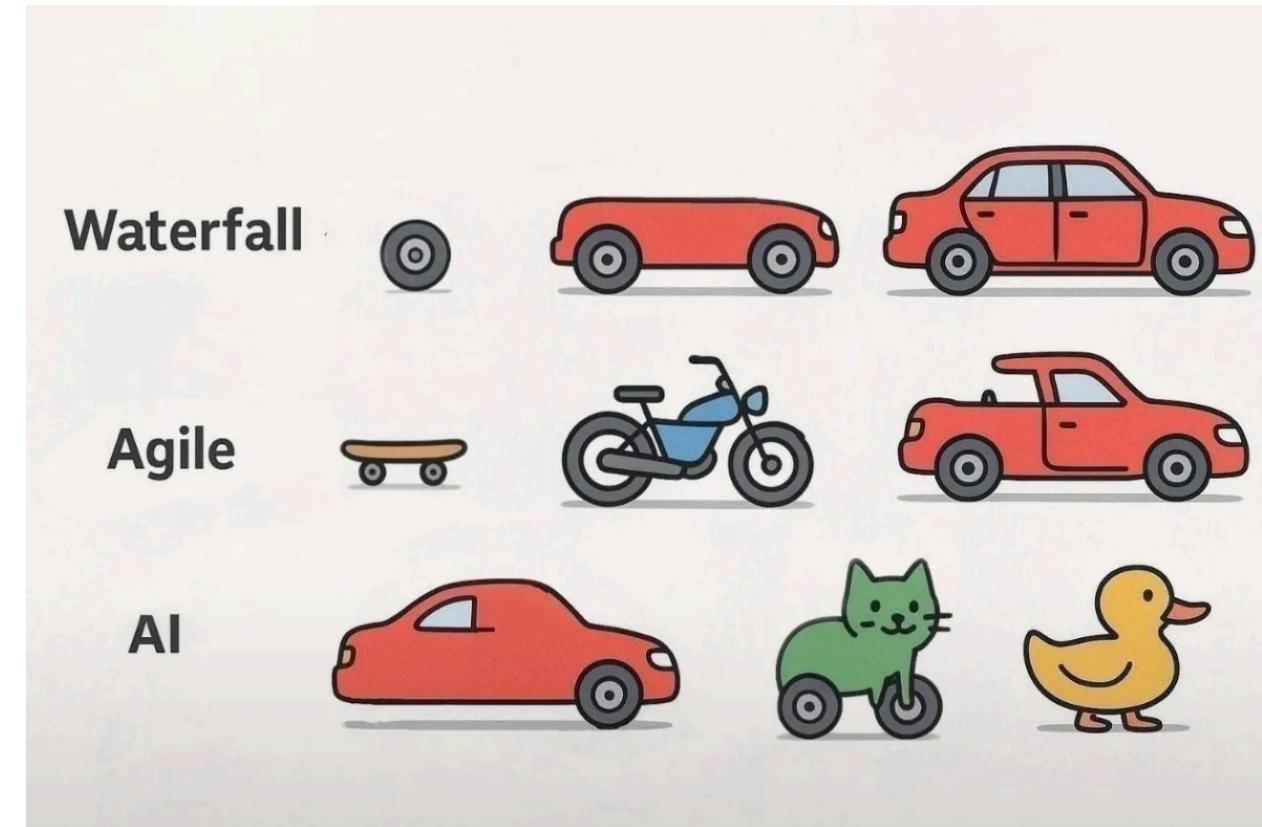
Waterfall Model

- Sequential phases
- Each phase must be completed before next begins

Agile Methods

- Iterative and incremental
- Start small and scale

We'll explore these in detail in Weeks 3-4!



Software Engineering Ethics and Responsibilities

ACM Code of Ethics

- 1. Public Interest** - Act in public interest
- 2. Client and Employer** - Act in best interests of client/employer
- 3. Product Quality** - Ensure products meet professional standards
- 4. Professional Judgment** - Maintain integrity and independence
- 5. Leadership** - Promote ethical approach to software development

Responsibilities

Confidentiality

- Respect confidentiality of employers and clients
- Even when no formal confidentiality agreement

Competence

- Don't accept work outside your competence
- Don't misrepresent your level of competence

Intellectual Property Rights

- Be aware of intellectual property laws
- Respect copyrights and patents

What Makes a Good Software Engineer?

Technical Skills

- Programming languages and frameworks
- Problem-solving and analytical thinking
- System design and architecture
- Testing and quality assurance

Soft Skills

- Communication - with team and stakeholders
- Collaboration - working in teams
- Continuous Learning - technology evolves rapidly
- Attention to Detail - small bugs can have big consequences

Industry Perspective

Software Engineering Roles

- **Software Developer/Engineer** - Write and maintain code
- **System Architect** - Design system structure
- **DevOps Engineer** - Deployment and operations
- **Quality Assurance Engineer** - Testing and quality
- **Project Manager** - Coordinate teams and resources
- **Product Manager** - Define product requirements

Career Paths

- Technical track (Senior Engineer → Architect → CTO)
- Management track (Team Lead → Engineering Manager → VP)
- Specialization (Security, Data, Mobile, etc.)



Modern Software Engineering

Current Trends

- **DevOps** - Development and Operations integration
- **Cloud Computing** - Scalable, on-demand resources
- **Microservices** - Distributed system architecture
- **AI/ML Integration** - Intelligent software systems
- **Mobile-First** - Mobile as primary platform
- **Vibe Coding** - If LLM can understand, it's a good code

Challenges

- **Scale** - Billions of users
- **Security** - Cyber threats
- **Privacy** - Data protection
- **Sustainability** - Environmental impact
- **Cost** - Manage budget



imgflip.com

Course Project Overview

Build Your Own Web Application

- **Topic of your choice** - any domain that interests you
- **Team work** - collaborate and learn together (team of 2-4)
- **Complete software development lifecycle** experience
- Examples: Campus life, e-commerce, social platform, productivity tool, game, etc.

Technology Stack

- **Your choice!** (Frontend + Backend + Database)
- Examples: React + Node.js + MongoDB, Vue + Python + PostgreSQL

Course Project Overview

Timeline & Deliverables

- D1 (Week 4): Software Development Plan
- D2 (Week 6): Software Requirements Specification
- D3 (Week 8): Software Design Document
- D4 (Week 12): Test Plan & Implementation
- D5 (Week 15): Final Delivery & Presentation

Everything will be on GitHub - Prepare your accounts 

Let's prepare project teams 

Next Week Preview

Week 2: Principles of Software Engineering

We'll dive deeper into:

- Software Engineering Principles
- Quality Attributes
- Software Engineering Methods
- Tools and Techniques

Reading Assignment

- Sommerville Chapter 1 (complete)
- Begin Sommerville Chapter 2

Questions & Discussion

Today's Key Takeaways

1. Software Engineering is about **systematic, disciplined approaches**
2. It's more than just programming - includes **entire lifecycle**
3. **Ethics and professionalism** are crucial
4. **Practical experience** through our project work

Questions?

- About the course structure?
- About software engineering concepts?
- About the project requirements?

Thank You!

Contact Information

- Email: ekrem.cetinkaya@yildiz.edu.tr
- Office Hours: Tuesday 14:00-16:00 - Room F-B21
- Book a slot before coming to the office hours: [Booking Link](#)
- Course Repository: [GitHub Link](#)

Next Class

- Date: 07.10.2025
- Topic: Principles of Software Engineering
- Reading: Complete Sommerville Ch. 1, start Ch. 2

Remember: Start thinking about your project ideas!