

# Software Engineering and Development I

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# Software Engineering

*Ian Sommerville defines Software Engineering as...*

an engineering discipline that is concerned with all aspects of software production (from initial conception to operation and maintenance)

*What are the fundamental software engineering activities?*

Software specification, software design and development, software validation and software evolution

*Software dependability includes a range of characteristics including reliability. What does this mean?*

Dependable software should not cause physical or economic damage in the event of system failure

*What are the attributes of good software?*

Good software should deliver the required functionality and performance to the user and should be maintainable, dependable and usable

*Software should be efficient. What does this mean?*

That it should not make wasteful use of system resources such as memory and processor cycles. Efficiency therefore includes responsiveness, processing time, resource utilization, etc.

*For custom software, evolution costs often exceed development costs. Why?*

Because requirements change and evolve all the time. And so must software, as a consequence.

*Software dependability includes a range of characteristics including security, and safety. What does this mean?*

Software has to be secure so that malicious users cannot access or damage the system

*What differences has the Internet made to software engineering?*

Not only has the Internet led to the development of massive, highly distributed, service-based systems, it has also supported the creation of an “app” industry for mobile devices

*Software products may be developed for different general targets. What are they?*

The general market or a particular customer

*Software should be maintainable. What does this mean?*

It means that it must be written in such a way that it can evolve to meet the changing needs of customers

*What is the difference between software engineering and system engineering?*

System engineering is concerned with all aspects of computer-based systems development including hardware, software and process engineering. Software engineering is part of this more general process.

*What are the best software engineering techniques and methods?*

While all software projects have to be professionally managed and developed, different techniques are appropriate for different types of system

*What is the difference between software engineering and computer science?*

Computer science focuses on theory and fundamentals; software engineering is concerned with the practicalities of developing and delivering useful software

*What are the costs of software engineering?*

Roughly 60% are development costs, 40% are testing costs

*Compared to the more traditional engineering disciplines, we can say that Software Engineering is... (1 word)*

young

*What are the key challenges software engineering must face?*

Increasing diversity, tighter delivery schedules, and dependable software

*Ian Sommerville defines software as...*

computer programs and associated documentation

*Software must be acceptable to the type of users for which it is designed. What does this mean?*

This means that it must be understandable, usable, and compatible with other systems that they use

# Software Processes

*What are the 3 phases of the improvement cycle of software processes?*

Measure, analyze, modify.

*What is that one constant and underlying element in all software processes, that must always be accounted for (1 word)?*

Change

*Software evolution is that software process that takes place... when?*

When software systems must be changed to satisfy new requirements

*One of the general process models is the waterfall model. Describe it briefly in one sentence.*

A model that organizes the processes activities in separate and sequential phases and delivers the final system only at the end

*One of the general process models is the integration and configuration model. Describe it briefly in one sentence.*

A model that delivers the final system by reusing existing component, by configuring and integrating them based on the context of the project

*One of the general process models is the incremental model. Describe it briefly in one sentence.*

A model that organizes the processes activities in interleaved phases and develops and delivers the system in subsequent versions (increments)

*Software engineers should always aim at improving software processes to improve the quality of software products, reduce development time and effort, and reduce costs. What should software processes refinement and change be based on?*

Measurements, objective data and their analysis

*What are the three main general process models?*

Waterfall model. Incremental model. Integration and configuration model.

*What do general process models define?*

The approach to software development. The organization of software processes.

*Iterative process models approach change with... (1 word)*

tolerance

*Software design and development are those processes that ... serve what purpose?*

Turn software specifications into executable software systems

*Why is prototyping useful in certain circumstances?*

Because it can be used to check requirements and/or feasibility and it helps anticipating change

*Software processes are the set of activities aimed at ... software systems. What is the missing word?*

producing

*What does the waterfall process model approach change with?*

With (very) little flexibility

*Software validation deals with...*

making sure that a software system complies with requirements and that it actually satisfies users' needs

# Configuration management

*Change Management is the process that is concerned with...*

all of the activities around proposing, evaluating and implementing changes to a software system

*Configuration management (CM) is concerned with...*

...the policies, processes, and tools for managing changing software systems

*What is a "system release"?*

It is a version of a software system that is distributed to customers

*System building is the process of...*

creating a complete, executable system by compiling and linking the system components, external libraries, configuration files, and other information

*Version management is the process of...*

...keeping track of different versions of software components and the systems in which these components are used

# Software Versioning

*I want to make sure I have all my team mate's latest changes in my dev branch. What is the GIT command I use?*

git pull

*What does the following GIT command do? git clone <URI>*

It creates an identical local copy (clone) of the repository found at the given URL

*GIT does not allow multiple developers to work simultaneously at the same software component? True/False? Why?*

False. GIT keeps track of changes and guarantees that they are merged (automatically, if possible, or by signalling conflicts and supporting their manual resolution, otherwise)

*In what way a Version Control System distinguishes different versions of the same component?*

By assigning each version a unique ID

*I want to send my changes upstream with GIT. What is the command I use?*

git push

*From an architectural point of view, a modern Version Control System belongs to one of two types. Which ones?*

Centralized or distributed

*What is a branching model to a software development team?*

It is a set of conventions and procedures team members agree on and follow in order to come to a managed software development process

*I am implementing a new feature and I want to avoid running the risk of losing my work. What do I do?*

I push my feature branch onto a remote main repository so as to effectively create a shared backup and keep it synced as I make changes

*Two software engineers approach the implementation of a feature with GIT in the following different ways.*

*Whose approach is best and why?*

DEVI

git checkout dev

git pull

git checkout -b feature-1234

...

git add .

git commit -m "done feature 1234"

git checkout dev

*git pull*  
*git merge feature-1234*  
*git push*  
*DEV2*  
*git checkout dev*  
*git pull*  
...  
*git add .*  
*git commit -m "done feature 1234"*  
*git pull*  
*git push*  
DEV1 conveniently isolates the changes in an separate branch

*In what way a Version Control System minimizes the use of storage space?*  
By ensuring that duplicate copies of identical files are not maintained



# Software Dependencies

*A "Software dependency" is simply defined as...*

Whatever piece of code that is relied upon for a digital service to work properly

*I need a password hashing algorithm. I decide to develop my own. Am I making a good decision? Why?*

No. The problem has already been solved. My implementation can only be worse than those available.

*In developing a software product I want to re-use as much existing code as possible. Indicate at least two reasons why this statement is true or false.*

It is true. Re-using existing code speeds up development and reduces the risks of bugs.

*In a Java context, what is the name of a dependencies management tool?*

Maven

*Software dependencies raise an important issue. What is it?*

Trust

*For the software product I am developing I need a mathematical library. I decide to download one and "vendor" it in my project structure. Is this a good approach?*

Rare cases excluded, this is a bad choice. The use of a dependencies management tool is in general a better choice.

*A software dependencies management tool typically relies on an Internet repository. What risk does this entail and how can it be mitigated?*

The risk is linked to the availability of the repository. We can therefore possibly create our own mirror.

*For a given software product I am developing, I define a dependency without fixing its version number. My dependencies management tool will therefore always download the latest available version. When and why is this a good decision and when is it not?*

It is a good decision only if I can test the dependency systematically (functionality, security, performance, ...). Otherwise it is a bad decision.

*What is a "transitive dependency"?*

A dependency of a dependency

*What is "dependency hell"?*

It is a phenomenon in which dependencies cannot be resolved

# Software Build

*With mvn (Maven) what is the phase normally linked to the building of the final distributable artifact?*

package

*What is the difference between a statically linked and a dynamically linked executable object?*

A statically linked executable packages all its dependencies internally. A dynamically linked executable contains external references to its dependencies, which are then loaded at run-time as needed.

*The build process typically involves 3 systems. Which ones?*

Development, build and target systems

*A software system must always be built from a clean environment. True/False? Why?*

True. A clean environment guarantees the build process is not influenced (positively or negatively) by unwanted dependencies

*It is always advisable to build a software system locally before sending a new version upstream. True/False? Why?*

True. We want to minimize the risk of sharing a non-buildable (broken) system

*With mvn (Maven) what must I configure if I want to distribute my system as an executable .jar file?*

A plugin, that allows to assemble my system with all its dependencies

*What does a waterfall approach to building a software system minimize?*

The number of components to be built, thus minimizing the resources and the time needed

*It is always important to automate the build process of a software system. True/False? Why?*

True. Building is a very complex process. Automation reduces the risk of manual/human errors and guarantees repeatability

*In a C environment, what is an available build tool?*

make

*In mvn (Maven) what section of the configuration file refers to the building of the artifacts?*

The <build> section

# Requirements engineering

*Look at the two requirements defined below by engineers ENG1 and ENG2. Whose definition is best and why?*

*ENG1*

*The password reset procedure must be fast and user-friendly.*

*ENG2*

*Users must be able to reset their passwords autonomously.*

*The procedure must be guided and take at most 2 minutes to complete.*

ENG2. She defines a clear and measurable requirement.

*According to I.Sommerville, a requirement is...*

...a statement of a system service or of a system constraint

*Requirements engineering is the process of establishing 3 main aspects about a system.*

*What are they?*

(1)The services a customer requires from the system; (2)The constraints under which it must operate; (3)The constraints under which it must be developed

*Requirements engineering is an iterative and incremental process, that includes 3 main phases. What are they?*

Elicitation, specification and validation

*What is a preliminary feasibility study useful to?*

To establish if the system can be developed with the given resources, time and constraints

*A system stakeholder is...*

Any person or organization who is affected by the system and/or has a legitimate interest in it

*What is a practical way of describing the difference between user requirements and system requirements?*

User requirements describe requirements from the "problem" point of view. System requirements describe them from the "solution" point of view.

*In short, functional requirements are...*

...statements of services the system should provide

*In short, non-functional requirements are...*

constraints under which the system must operate, be developed, standards it must abide to, etc.

*What are two viable approaches to requirements elicitation?*

Interviews (open or closed) and ethnography

*What is the resulting artifact of requirements specification?*

A Software Requirements Specification (SRS) document

*What is requirements validation concerned with?*

With demonstrating that requirements define the system that customers really want

*Requirements validation must check many aspects of the collected requirements. Name at least three of them.*

Validity, consistency, completeness, realism, verifiability, comprehensibility, traceability, adaptability.

*In practical terms, what does a use case describe?*

It describes typical and exceptional ways in which a real-world actor interacts with the system

*What is the typical device to capture requirements in agile models?*

User stories