

CZ3002 - Advanced Software Engineering

Course Review (First Half)

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What has been covered (Testable)

- Introduction to Software Engineering
 - Project Management Lifecycle and Classic Mistakes
- Quality Management
 - Quality Management
 - Verification Methods
- Project Management
 - Project Planning
 - Software Estimation
 - Project Scheduling
 - Agile Development Methods
 - Risk Management

■ Problem domain

- Project management, Quality management, Classic mistakes

■ Theory: Models /Methods

- Advanced Software Engineering
- Project management lifecycle **4 phases**

■ Instantiations

- Using sound engineering principles, methods to engineer software within budget, on time and with good quality
- Knowing the differences between the project management lifecycle and the project development lifecycle
- Understanding classic mistakes

T2.1 Quality Management

- **Problem domain**
 - Deliver good quality software on time in budget

- **Theory: Models /Methods**
 - Quality management activities
 - Quality models

- **Instantiations**
 - Quality planning
 - Process definition
 - Software metrics

T2.2 Verification

- **Problem domain**
 - Quality control

- **Theory: Models /Methods**
 - Management review
 - Technical review
 - Audit

- **Instantiations**
 - Review process
 - Inspections and walk-through
 - Meeting minutes

T3.1 Software Estimation

■ Problem domain

- It's challenging to do software estimation

■ Theory: Models /Methods

- Function Points
- Cocomo Models

■ Instantiations

- Using Function Point methods to estimate the software size
- Use Cocomo models to estimate the effort, duration, team size, and cost/budget

T3.2 Software Scheduling

- **Problem domain**
 - It's challenging to do scheduling
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- **Theory: Models /Methods**
 - Activity network (AOA, AON)
 - Critical path method
 - Time-cost model
- **Instantiations**
 - Establish activity network
 - Workout critical path
 - Use time-cost model

Example Questions

- List three classic mistakes related to the project planning.
- Rate the different techniques for different defects using *excellent*, *good*, *fair*, *poor*, and *NA* respectively.
- What kinds of procedures would you implement, for monitoring and control of *proper interaction design* for usability at various stages of the waterfall development life cycle?
- Explain the principles of agile development methods.

Example Questions (Cont'd)

- Identify and list the five Function Point (FP) primary elements/characteristics and Compute the unadjusted function points based on ...
- Estimate the effort of the system, duration of the project, and the team size using COCOMO ...
- Use a critical path to analyze the minimum number of weeks that are needed to complete the whole activities and which activities cannot afford delay. If the budget is increased by \$3000, analyze the minimum number of weeks that the whole activities may take after the adjustment according to the information in Table Q2b below.

- E-Learning Week
 - Two lectures
 - Introduction to agile development methods
 - Risk management
 - No tutorial but one gradable assignment
 - Labs are as usual
- Assignment
 - Available on Saturday
 - Deadline is before the next Saturday
- Q&A